

SPECIAL HALLOWEEN EXTRAVAGANZA!

PINQUEST

THE GAMING MAGAZINE • 43



NOVEMBER 1998



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SIDE OF THE
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INsideQUEST

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On the Cover

For our special Halloween issue, Brian Despain's Cackling Fiend from *Magic*'s new *Urza's Saga* set creeps its way onto our cover. Check out page 42 for the *Urza's Saga* design team's favorite cards from the set.

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11:21 pm

leave to pick up brother
at airport



11:34 pm

bump into player with
Bajoran/ Gamma Quadrant
colonization deck



2:35 am

recall that brother used to sit on
your head on sidewalk



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BEHIND the LINES

Day of the Fun Deck

There are two ends of the spectrum when it come to *Magic* players: those who thrill to the cutthroat environment of the tournament scene and those who see the game as an opportunity to socialize with friends and create fun decks around amusing themes.

Most players fall in the middle somewhere, but if you've never pushed the envelope of wackiness, give fun decks a shot. They can be very liberating. When you're building a "Wizard of Oz" deck or a Baron Munchausen deck, you don't worry whether your deck is Type II legal or wonder exactly what the DCI ruling is on Strip Mines this week. You go for the cards that make your theme work and you get 'em from whatever expansion they happen to show up in. For a long time, my Tin Woodsman of choice for my "Wizard of Oz" deck was Arabian Night's Brass Man. I'm still waiting for a flying monkey.

There is a distinct downside to playing decks where style is more important than results: They don't always work that well. I once concocted a brutal animated regenerating bazooka deck which hosed everybody in sight... at least on the rare occasions the starring combo came together. Most of the time, the deck sank like a stone. But it was always fun to play—and when it did work, there were body parts everywhere.

Of course, when your deck is full of improbable combos and creatures attempting to flush out some novel premise, you can't just face off against a serious Type II deck built to burn. You'll get creamed. Finding other fun deck players is essential.

Fortunately, finding fellow fun deckers has never been easier. With the release of *Unglued*, Wizards of the Coast has sparked a new renaissance in fun deck-dom. So give it a shot. Ditch your DCI-approved Type II Saturn V USDA-certified-grade-A killer deck for a while and get a little loony. I hear clams, cows and chickens are in this season.



Paul's Top 10 Fun Magic Cards

10. SHAHZRAD: Either you have screaming nightmares about facing this banned monstrosity or you should. That's why it's fun. If your opponent is playing a serious Type II deck, play with four.

9. EUREKA: It's great fun to plop down all your killer cards at once, especially when used in conjunction with:

8. ILLUSIONARY MASK: Let's see, is that face-down card a widdle elfie poo or something huge from Sengir? I'll never tell.

7. SINGING TREE: You have to sing when you tap it, of course. Preferably something from a Warner Brothers cartoon: "Hello my baby, hello my darling, hello my rag-time gaaal..."

6. CLAM SESSION: Ah, yes, more singing. Try Christmas songs; everybody knows them and you can go far with words like "Christmas," "snow" and "Heat Miser."

5. BRONZE CALENDAR: As long as we're singing, let's talk funny too. By the way, shouldn't this be "Bronze Colander," or is that the joke?

4. HANDCUFFS: Opponents always take too much for granted. Like free use of their hands.

3. VOLRATH'S MOTION SENSOR: Did somebody say "free use of their hands?" Only use this card in conjunction with Handcuffs on people who didn't drive you to the game site. Walking home bites.

2. ISLAND OF WAK-WAK: Has there ever been a pre-Unglued card with a sillier name? If you play fun decks you have to have this card. It's even practical!

1. JESTER'S BALLS: If your goal is to amass a swarm of airborne simians, there is no better card to have at your side. Of course, it could just be me.

MASTHEAD
the little elves who make *InQuest*

EDITORIAL

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Remember: Complete lack of evidence is the surest sign a conspiracy is working.

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Associate Editor

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IQquisition

THE HAUNTED NOTE

"Swan Boy... Swan Bo-y-y-y-y..."

It was nearly midnight when the voice woke me up. I was in the editorial offices of *InQuest* where, only a few hours before, I had been attending a staff meeting and, naturally, I had fallen into a deep sleep. Now, all was dark and quiet...all except for the voice.

The voice, eerie and threatening, came from a note on the desk, just inches in front of me. The note quivered as the voice came again. "Swan Boy-y-y-y-y..."

My hands trembled. I had to look. I had to!

But first, however, I had a job to do. I had to check the mailbag...

DEAD END GAMES

I just heard about the closing of West End Games and the falling through of Wizard of the Coast's bid to buy it. WotC's failure to purchase WEG is the greatest thing that could have ever happened to us gamers.

WotC is known to most gamers as a profit-first company. *Magic*, for instance, is too much of a money game, and WotC creates tourney rules to keep it that way. I wish they would do as much for the gamers as Decipher does with *Star Wars* or WEG does—or did—with their products.

I wanted to see a *Homicide*, *Warcraft*, *X-Files* or *Aliens/Predator* RPG, but I'm glad WotC won't be the ones to do it. We'll never have to suffer through four



Photo courtesy of the Everett Collection

ABANDONED SHIP: The mysterious *Defiant DS9 CCC* card does exist; it's just really rare.

new versions of the *Men in Black* rulebook, a *Star Wars* set that comes in four separate \$30 parts or Gerrard fighting a Rust Monster in the Millennium Falcon.

*Jeffrey Smith
Surf City, N.C.*

Yeah, and I'm sure all the ex-West Enders in the unemployment line are likewise thrilled that WotC didn't buy it.

ABANDONED SHIP

In the Deep Space 9 expansion for the *Star Trek Customizable Card Game*, I got the *Defiant* card, a powerful ship important to the television show. I'd say it's as important as one of the main characters. My question: Why? The ship wasn't supposed to be included in the first set. Also, it has a white border while all the other cards have a black border. What's the deal?

*Brian Hughes
Chicago, Ill.*

Sez Decipher spokesman Jonathan

*Quesenberry: "It's an extra card—not part of the set—that's a preview card for the upcoming Dominion set. That's why it's white bordered. We've stuck it in there at random, so people can be really tickled at finding it and getting it early. It's twice as rare as a standard rare. And, by the way, the *Defiant* is the only preview."*

GIRL POWER

I am 15 and have been reading *InQuest* since #13. I've played *Magic* since the end of *Ice Age*. Anyway, guys at school have become real pains about me being a girl gamer. They say, "Girls can't play; the games are too hard for you."

Well, I'm a regular AD&D player, and my character is a 40th-level druid. I can master any RPG, action game or video game in record time without the aid of a player's guide. I've won several local tournaments in *Magic*, but I still haven't earned the respect of male gamers.

I've never been supportive of "fash-

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to IQPenPals@aol.com or mail it to us at: I.Q. Pen Pals, S/o InQuest, 151 Wells Ave., Congers, NY 10920. Make a friend!

KATHRYN ADCOX

Age: 11 Sex: F
21075 251st St.
McLeoth, KS 66054

Likes: *Magic: The Gathering*

ROHN HUNTONE

Age: 10 Sex: M
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Likes: *Magic, Advanced*

Dungeons & Dragons

CHRIS McCARTHY

Age: 15 Sex: M
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Likes: *Magic, AD&D, Vampire: The Masquerade*

ROBERT KIRKPATRICK

Age: 16 Sex: M
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Likes: *Magic, Cyberpunk, Vampire: The Dark Ages*

JASON BASTIAN

Age: 14 Sex: M
236 Adams
Flora, IL 62839

Likes: *Magic, Doomsday*

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- Spinzone Magazine, Issue 17, November 1997

"...My opinion is this is a good game: rules are in no way new, but they
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is an astounding mix of real world and science fiction, strange enough to
challenge experts and comfortable enough to let newbies play easily... In
conclusion, the game is well worth its price!"

- PC Action Magazine (Italy), RPG Column, March 1998 Issue.

"I think overall you have an excellent game here, and the others from
this group all seem to agree... As an experienced gamer I am delighted
that the game focuses a great deal of attention on role-playing, but
when you get into combat hang on to your hat, 'cause it's one heck
of a ride!"

- Bob Duchesneau (Player)

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KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON



Anonymous Executive #1: People are still having fun playing *Magic*. What should we do?

Anonymous Executive #2: Apparently, taking Serra Angel, Swords to Plowshares and Savannah Lions out of Fifth Edition didn't make white suck enough. Let's take Wrath of God and Armageddon out of Sixth.

AE1: Good idea! We can replace Armageddon with that crappy rare from *The Dark*. What was it? Cleansing?

AE2: Sorry. We put Cleansing on the Reserved list. It was, after all, an out-of-print card that people actually used. We have to think of our collectors.

AE1: True. Our collectors are more important than our players.

AE2: Right.

PA: Yeah, and we can give 'em new art, just for the hell of it.

AE2: Hey, good idea. (Presses intercom button.) Doris?

Doris the Secretary: Yes sir?

AE2: Get me some more starving generic fantasy artists who'll sell us their pieces for five bucks a pop with no strings attached.

Doris: Yes, sir.

AE2: By the way, did I mention we're reprinting Desert Nomads?

AE1: But no one uses it.

AE2: I know. That's why we're reprinting it.

Ryan O'Mara
Orchard Park, N.Y.

AE1: And how about a card called Complaining Buttweasels, featuring Ryan O'Mara's head on a stick?

AE2: Good idea! I'll get the saw!

ion." That's why I've quit *Magic*. It is now the "fashion" for girls to have boyfriends who play *Magic*. They act like imbeciles around boys who are playing, saying, "Oh what a pretty picture" or "This critter is cute. I wish there was a Beanie Baby like it."

As a female, I find the whole thing disgusting and insulting.

Amanda Schroeder
Cleveland, Ohio

Aw, c'mon! We want you to stay! I'll play with you! And by the way, that idea for an Atog Beanie Baby really isn't all that bad.

WILL WRITE FOR FOOD

I have seen a few of your employees writing for other publications. Mike Searle, for example, wrote for *Hit Parader* and Jeff Hannes wrote for *Penthouse*. Any more I don't know about?

Justin Honea
Seneca, S.C.

Oh yes. The new guy, Paul Sudlow, wrote a ton of stuff for West End's lines—Indiana Jones, Hercules and Xena, Bloodshadows, Star Wars and Men in Black—and has also worked on GDW, TSR and R. Talsorian projects. El Swano has appeared in Writer's Digest, Video Review and Modern Romance. And Tom Slizewski has written for Soldier of Fortune, Practical Survival, Fire & Movement, Critical Hit, Adventure Travel and Mountain Man, not to mention two editions of the book Wargame Collector's Guide. Incidentally, I could be wrong, but I think Jeff was the Penthouse centerfold.

DUNCE CAP XENA

George Strayton has obviously taken a few too many shots to the head with a chakram. He made Xena ("Xena File," issue #40) only one point smarter than Joxer.

Dan Ballmer
Marquette, Mich.

Actually, Xena's been watching a lot of "Suddenly Susan" reruns, so we had to dumb her down a little.

MUSIC (SORT OF) DEPT.

While reading the latest "Swan Song" ("Roleplaying Glossary for Beginners," issue #40), I got a big laugh when I read the entry for Hanson. I thought, "Nice, he's finally slamming those teeny-bopper freaks."

Then I saw the entry for the Spice Girls. This got me to wondering, "What is the ratio of Spice Girl-to-Hanson put-downs?" After a little research through my back issues, I found that you've put down the Spice Girls five times and slammed Hanson twice.

I can understand an occasional Spice Girls joke, since not everyone likes them. But please, try to maintain a balance and put those punks in their place every now and then.

Rian Turner
Portland, Oreg.

Listen, InQuest does not engage in irrelevant, gratuitous put-downs of anyone. And that includes androgynous little weenies like Hanson.

Recently you printed a letter to "Say You'll Be There" ("In Search of Models," issue #39) trying to get the Spice Girls to pose for *Magic* card pictures. When they volunteered Baby Spice for the Servant of Volrath, I knew I had to nominate my own choices:

Baby: Serra Angel
Posh: Goblin Artisans
Scary: Sengir Vampire
Sporty: Ertai's Familiar
Ginger: anything nude
Nate Boss
Bakersfield, Calif.

Rick: Ginger is no longer a Spice Girl. But she's still eligible to apply for Swan Song International Receptionist. Nude, of course.

Rick's wife: What did you say?
Rick: "Rude." I said, "Ginger is rude."

POPULARITY CONTEST

Aside from *Magic*, and related products like *Exodus* and *Portal*, which Wizards of the Coast product is currently the biggest seller?

Steve Roberts
St. Louis, Mo.

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Likes: Magic, BattleTech,
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Likes: Magic

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1633 Virginia Ave.
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Likes: Magic, AD&D

JONATHAN BUCKERIDGE
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Got Water?



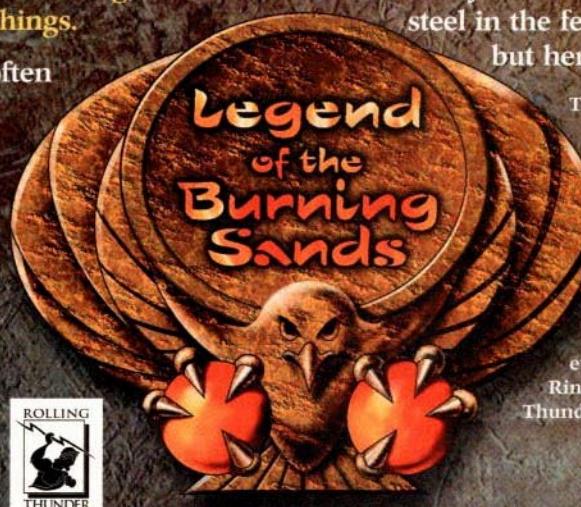
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MORE LETTERS

IN SEARCH OF... ...Body Parts



Photo courtesy of the Everett Collection.

RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

To: Ruffner Wakelin Funeral Home,
Prescott, Ariz.

Dear Folks:

I have invented a board game that uses body parts for pieces; they're fake... mostly. Would you give me an endorsement?

Sincerely,
Rick Swan

We would like to know more about your game. If it has merit, we could put a link from our web site to yours. Understand, we are just a funeral home and carry little to no weight in the game-buying world, but we would be glad to do what we can.

Gary A. Graveline, Sr.
Funeral Director
Ruffner Wakelin Funeral Home

Would you guess AD&D? Guess again. Sez WotC spokesperson Steve Kam: "Alternity is still very new, but the Player's Handbook and Gamemaster's Guide are selling as well or better than the AD&D core titles." Most popular AD&D setting: Forgotten Realms, with the Return to the Tomb of Horrors "flying off the shelves."

SPAMF—ER, SPELLFIRE DEPT.

I'm a concerned *Spellfire* fan writing to you because of all the bad publicity you give this game. The deck you guys created way back when ("Killer Decks II," issue #37) remains the most pathetic piece of crap I've ever seen. Do you even have the slightest idea of how to play this game? If you're going to write about it, you should at least try it a couple of times to get the feel.

I admit that *Spellfire* really needed some help when it first came out. Well, it got plenty from the creative staff at TSR—most notably, Jim Butler and Bill and Dori Olmesdahl. It's now matured into a game that's both smooth-running and interesting to play.

So quit doggin' this game. If you don't like it, fine. Then leave it alone. But don't run it into the ground because you don't have the guts to play it.

Michael Tompkins
Carthage, N.Y.

Our sincere apologies to Spellfire lovers around the world. All three of them.

In your opinion, what do you think is the best CCG?

Riley Konara
New York, N.Y.

Riley, I'd say that the best CCG is whatever you happen to be playing and enjoying. Except, of course, Spellfire, which sucks.

SUNDAY SCHOoled

Once again, you made an error in your otherwise great magazine. In "We Looked It Up" (issue #39), you said that Pestilence was one of the Four Horsemen of the Apocalypse. If you read more of the actual Bible instead of

The Uncanny X-Men, you would know that the Four Horsemen are War, Death, Famine and The Conqueror upon the White Horse.

Jason McCarthy
Lexington, Ky.

Are you sure it isn't really Wolverine?

SUCK REBUTTAL

I read Daniel Friedman's letter in issue #40 ("The Short of It," "InQuisition"), and I must say, Daniel, you're an idiot. Let's take your points, one by one:

1. "New [Magic] players suck." A new player brings another brain to the playing environment. With the addition of every new player, you have more ideas than there were before. This makes the game more challenging.

2. "New sets suck." While every card might not have its own unique power, the addition of creatures like the Slivers and abilities like flanking have introduced thousands of possibilities.

3. "Errata really sucks." Errata is there to make sure the fun stays in the game. It is not a big deal.

Wizards of the Coast might screw up some things from time to time, but they seem to be managing just fine.

William Owen
Angelica, N.Y.

I agree. Plus, if Magic bothers you that much, you can always, oh, I don't know... PLAY SOMETHING ELSE. Sheesh...

GREEK TO ME

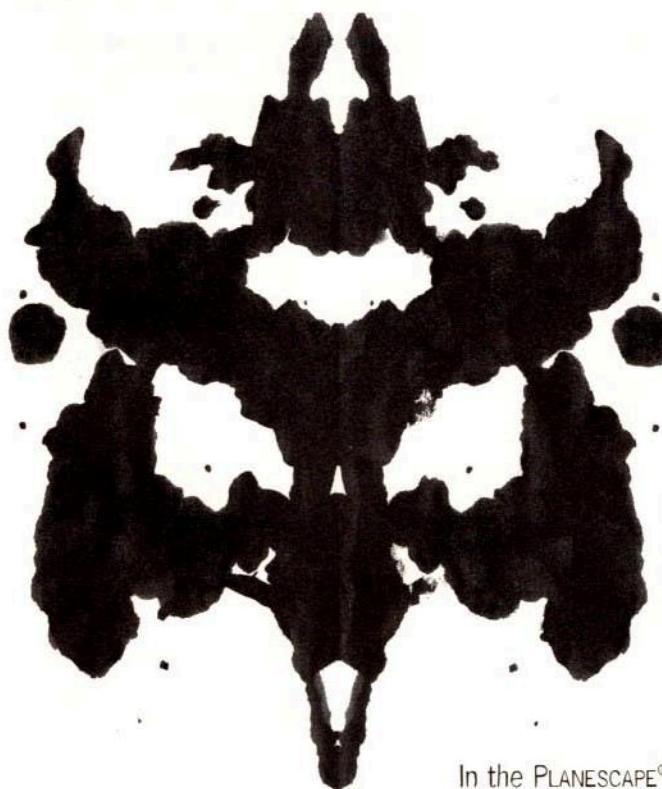
I live in a small town in Greece. I always wanted to learn *Magic*. No one in my town, however, ever heard of it. And the nearest retailer shop is 300 miles away. But last summer, I happened upon *Portal* and, eventually, learned it quite well. Then I came across Fifth Edition and after a lot—and I mean a lot—of trying, I mastered it too.

Now, three friends and I own *Magic* cards. This summer, we made a tournament. Sure, only four people played, but what could we do?

We read *InQuest* to stay informed and have a laugh, which we really need.

Remember: Not everyone is as lucky as you.

Angelo Nikolaou
Kastoria, Greece



An ancient pagoda?

The head
of a panda?

A sentient
**Manifestation
of Smoke?**

Your character?

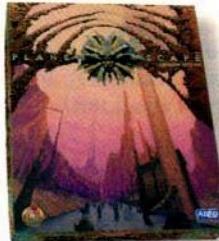
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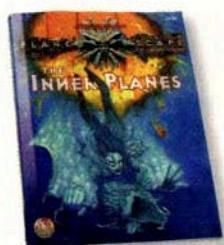
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CARD CREATIONS

In keeping with the spooky theme of this month's *InQuest*, we picked the ugliest player—what? We didn't pick him because he's ugly? Oh, the card is Halloweenny. Gotcha. Anyway, Zach's creation will nab him a selection of *Exodus* preconstructed decks. The fact that he's really creepy is just a bonus.

GRAND PRIZE WINNER COVER OF THE NIGHT

Zachary Berry
Panama City Beach, FL



Illus. Zachary Berry

CONTEST WINNERS

A long time ago in a galaxy far, far away, one brave soul sought to "Get Outta Rath." Igor Ladan of Rochester, Minn., alone was triumphant in his quest, and for such bravery and heroism, we award him a complete set of the Rath Cycle: *Weatherlight*, *Tempest*, *Stronghold* and *Exodus*—as well as a complete set of the latest *Magic: The Gathering* comic series. Aw heck, who are we kidding? He just got lucky—real lucky. Just like the other 15 escapees who scored various assortments of *Exodus* stuff and *Magic* comics.



He's tip-top in our titanic tour guide because he's tapped out. That is, at least, Brandon Huang of Orlando, Fla. managed to solve the "Deadman's Hand: Tapped Out" puzzle in *InQuest* #38. Wonder if he'll take up tap dancing when he receives his box of *Stronghold*.

Are you kidding? You get to live in a cool place where Hercules pounds the crap out of anyone who looks at him cross-eyed, where Xena bathes naked in the river, where—huh? They don't? Uh, never mind...

SLIP SLIDIN' AWAY

I don't like new *Magic* expansions for one reason—the coating on the cards. Older sets, such as Revised through *Alliances*, had a more natural coating. But the new sets have a shiny, slippery coating that make them slide along the table when you play with them. I hate it when I try to tap a card and it goes spinning all over the place. What is this substance they put on the cards?

Chuck Graves
Glendale, N.Y.

Atog phlegm, which is sort of like hobbit snot, only not as gooey and chunky.

SHHHHHH...

I think *Magic* cards should have sound effects. It would add a lot to the game. Like, when a Nekrataal comes into play and kills a Shivan, he would make like Jackie Chan and yell, "Hi-i-i-y-y-a-a-a-a!" Or when a 7/7 Maro hits your opponent, he would chant, "Beatdown, beatdown, beatdown." And how many times have you wanted to laugh at someone when he plays a Sorrow's Path, but you just couldn't? Well, thanks to *Magic* sound effects, the laughing will be taken care of for you.

Steve Heizer
Chicago, Ill.

Also, you've got all those floating Spellfire cards screaming "Incoming! Incoming!" when I'm on the toilet seat.

HITCHED

I was reading the "Swan Song" where you were talking about your love affair with Serra Angel ("Love Story," issue #39), and I was wondering, what does your wife think about this?

Amoria Bonaparte
New Orleans, La.

I'd ask her, but she's at the Holiday Inn with Eron the Relentless.

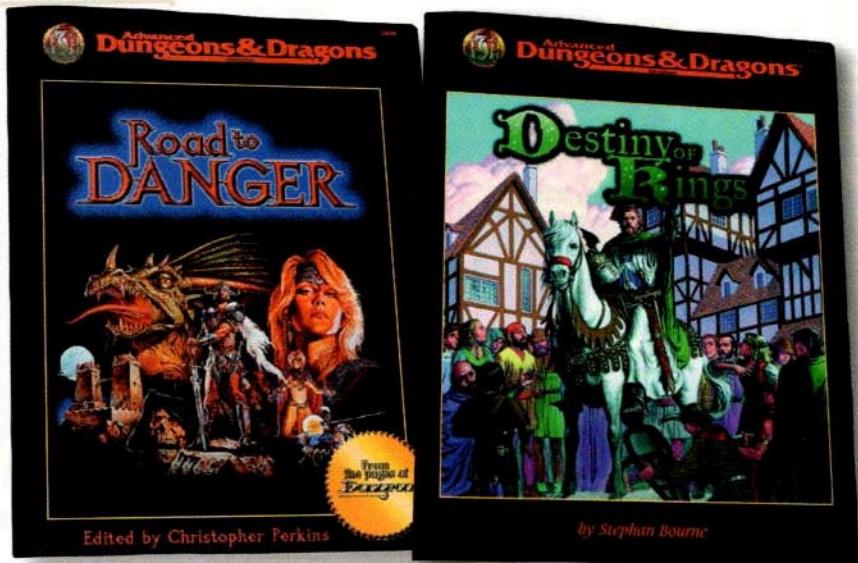
The haunted note? Turns out it was from Tom Slizewski, wanting to know what happened to the five bucks I owe him. Geez, what a grouch! Anyway, I'm gonna go hide under the bed until this dies down. See ya next month!

SEND YER LETTERS TO:
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~~[*PLATE MAIL NOT INCLUDED]~~



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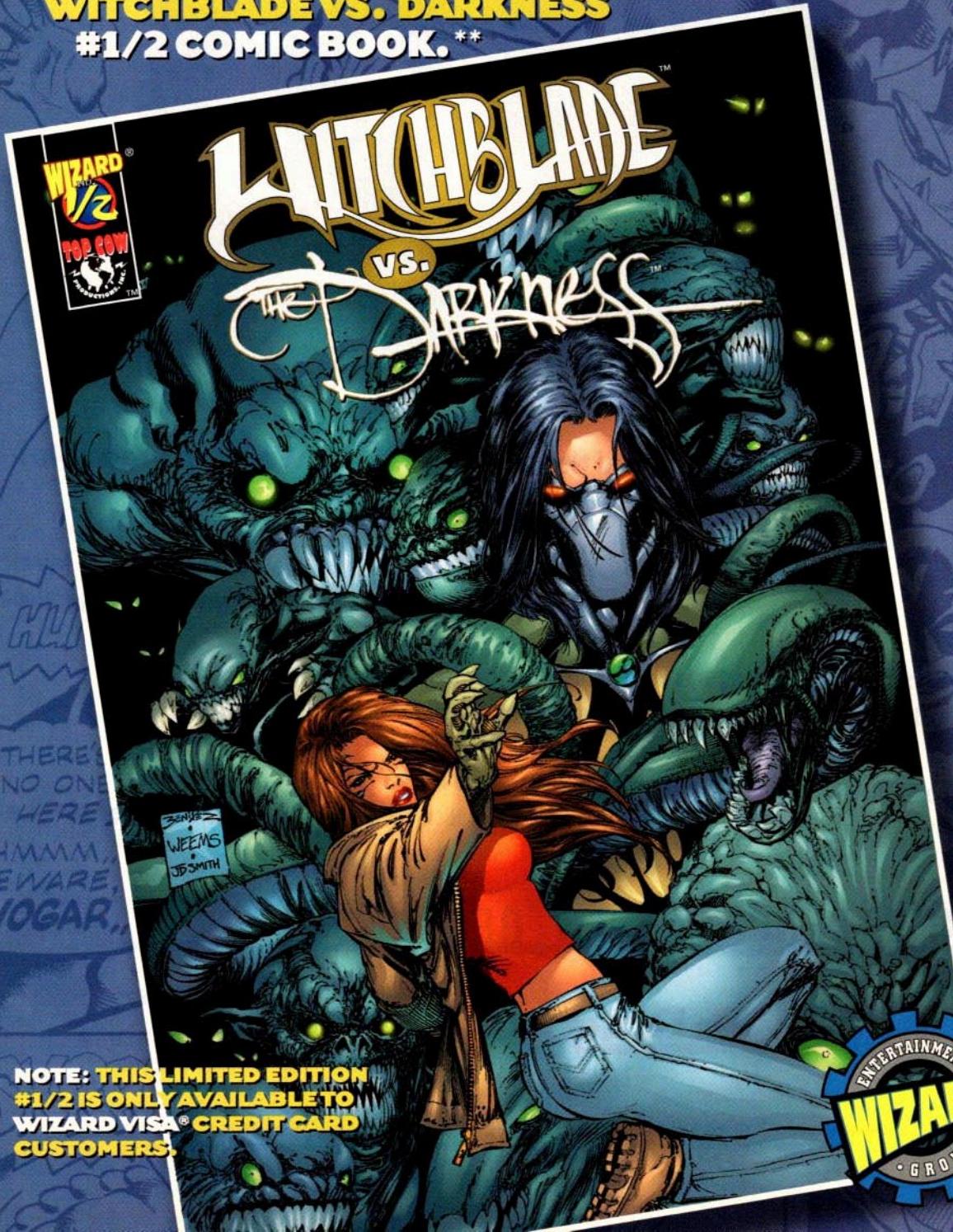
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in news

INSIDE



SPECIAL REPORT

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PLUS:

- Help Merlin and win \$125,000. Page 22.
- Most valuable Magic item. Page 30.

Pirates on the Horizon

Vast there ya scurvy dogs and shiver me timbers! Buccaneers are getting set to storm the world of gaming, courtesy of Alderac Entertainment Group. The company that brought you hits like *Legend of the Five Rings* and *Doomtown* is preparing to launch *Seventh Sea*, a game world populated by bloodthirsty pirates, magic-wielding nobles, Renaissance-style court intrigue and sinister voodoo.

According to designer John Wick, who designed the award-winning *LSR* roleplaying game, "I've always liked pirates, and after *LSR*, a pirate game seems a great choice." Plans call for *Seventh Sea* to be a multi-media property that starts off as a roleplaying game, then follows with a card game, a miniatures game and a computer game. Wick intends to develop the industry's first truly integrated rules system, and envisions a game in which the roleplaying, card and miniatures titles all have interchangeable stats.

According to Wick, though the focus initially will be on pirates and fighting sail, Alderac is developing an entire Eurocentric game world which is reminiscent of, but not identical, to our own world. "With *Seventh Sea*, we're doing for Europe what *Legend of the Five Rings* did for Japan," he said, referring to the fictional island empire of Rokugan which evoked the flavor of mythic medieval Japan without actually being set there.

The European nations of history will have cultural and historical counterparts in the game, Wick said. Each nation will have an identity suggestive of its real-world counterpart; the role of the Spanish will be filled

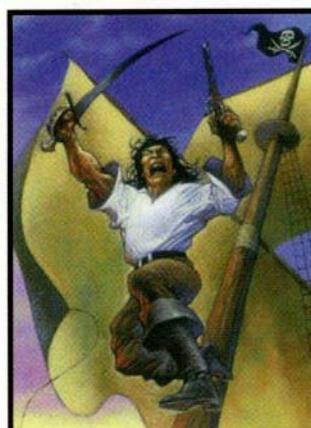
by the Castillians, for example. "Our 'Europe' is fairly solid now," he said, "but we have not yet determined what lies beyond." There will be a New World, though, complete with colonies, pirate ports and a sinister neo-Haiti.

Like *LSR*, *Seventh Sea* will have a strong element of the fantastic. The nobility can use magic, and the Church is the leading patron of the sciences—with access to technology not available to others. "There are definitely non-human races running around," Wick adds.

The RPG game system will be similar to that of *LSR*, Wick said. "We want to make an easy transition for our current players. The rules will be similar, but also more cinematic." Which means the deadly combat of Rokugan will likely give way to a more forgiving system appropriate to a swashbuckling genre. According to Wick, the focus of the card game has not yet been determined. "One idea is depicting straight ship-to-ship combat. We're also looking at developing the game with

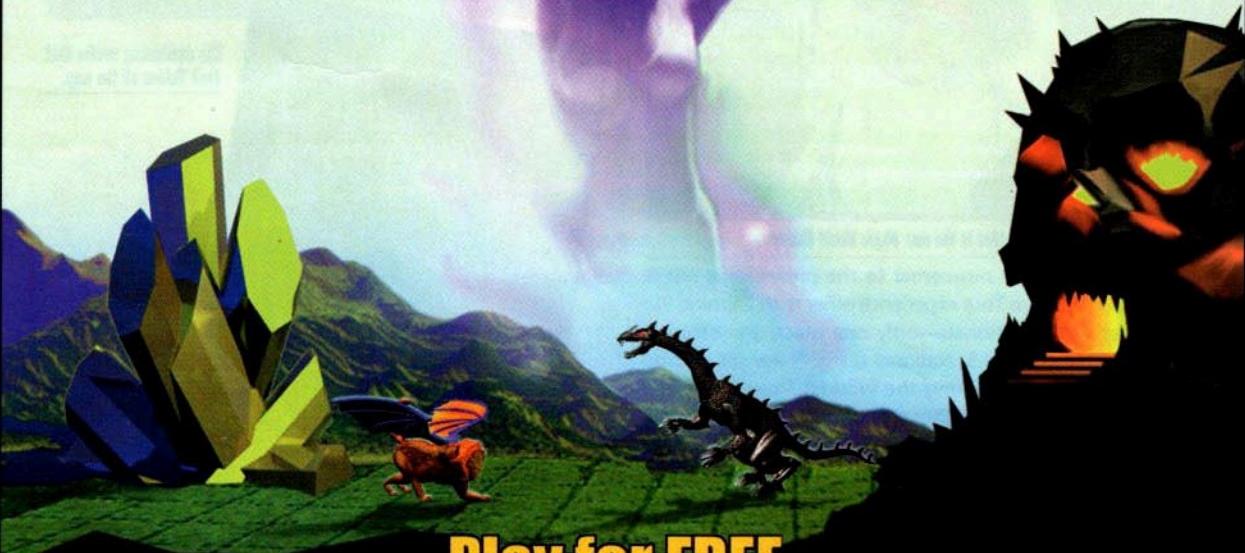
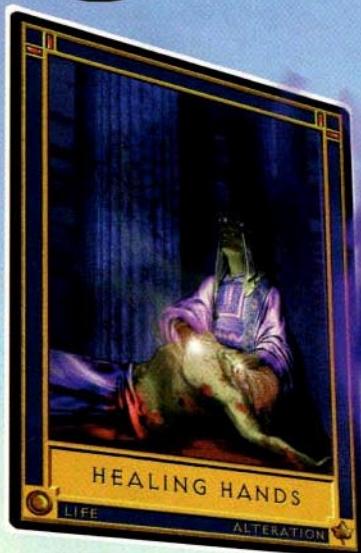
a much wider scope, as in *LSR*," he said. One aspect of *LSR* that will definitely survive is player participation. "The story and characters [of *LSR*] were largely developed by the players. We're developing *Seventh Sea* along the same lines; the players and fans will have a hand in forming the game history."

The big challenge facing *Seventh Sea*, scheduled for a Spring '99 release, Wick said, will be overcoming players' preconceptions. "The challenge in *LSR* was overcoming the players' lack of knowledge about Japanese culture. The challenge of *Seventh Sea* is its familiarity." ■ Paul Sudlow



Seventh Sea will be storming the world of gaming next spring.

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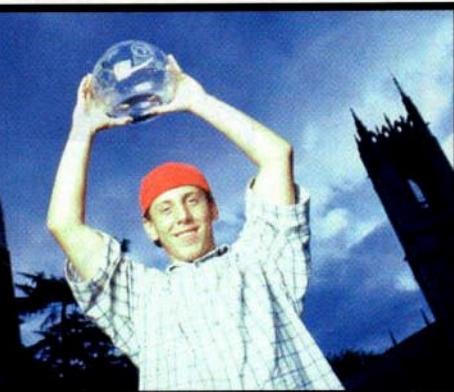
America Back on Top

Magic's 1998 World Championship climaxed in a battle between extreme aggression and extreme recursion.

Aggressive decks reigned supreme during the Rath cycle constructed portion of the competition with two mono-black weenie decks based around Hatred—the instant that allows you to spend life to gain power—and two Sligh decks making it into the top four.

The rest of the top eight consisted of recursion decks based around Survival of the Fittest, Living Death and Recurring Nightmare combos, which work together to fill up your graveyard and then bring creatures from your graveyard into play.

Fittingly, a Recurring Nightmare deck met an aggressive Sligh deck in the finals. Both finalists hailed from California, assuring an American would be crowned World Champion. But that didn't matter to Brian Selden and Ben Rubin as they were competing for the title and the \$34,000 first prize. Rubin managed to win the first game in a blitz. But in the subsequent duels, Selden's ability to gain tons of life by repeatedly bringing Spike Feeders back from the dead, proved more than Rubin could handle. Selden, a 17-year-old student from San Diego, carried the match 3-1 to win the crown.



17-year old American Brian Selden is the new *Magic* World Champion.

Selden is a relative newcomer to the professional *Magic* scene, having little Pro Tour experience other than finishing 9th at this year's U.S. Nationals—only one place away from a chance at making the U.S. National team. "I am still getting used to the idea of [winning the worlds]," explained the stunned but happy Selden after the tournament.

The tourney saw 200 competitors from more than 30 nations gather in Seattle, Washington, to compete for this most coveted title in all of *Magicdom*. Competitors played booster draft, Rath cycle constructed and Type II formats before the top eight were determined. The final round was Type II.

In the battle of nations, Norwegian players finished strongly in the draft portion of the tournament; Sigurd Eskeland won the day with a 7-0 record. Kim Eikefet, one of the only two female competitors, finished third, losing to Eskeland in the last round.

The rest of the team competition was all USA, which came from behind to beat the favored French team in the finals. Germany finished third and Canada fourth. ■ Alex Shvartsman

Brian Selden's World Championship Deck

CREATURES (24)

- 2 Nekrataal
- 1 Thrull Surgeon
- 1 Spirit of the Night
- 1 Man-o'-War
- 1 Tradewind Rider
- 1 Cloudchaser Eagle
- 1 Orcish Settler
- 1 Verdant Force
- 1 Spike Weaver
- 2 Spike Feeder
- 2 Uktabi Orangutan
- 4 Wall of Blossoms
- 4 Birds of Paradise
- 2 Wall of Roots

SPELLS (14)

- 2 Firestorm
- 2 Lobotomy
- 4 Recurring Nightmare
- 2 Scroll Rack
- 4 Survival of the Fittest

LAND (22)

- 3 City of Brass
- 8 Forest
- 1 Gemstone Mine
- 2 Karplusan Forest
- 2 Reflecting Pool
- 1 Swamp
- 2 Underground River
- 2 Undiscovered Paradise
- 1 Volrath's Stronghold

SIDEBOARD

- 4 Boil
- 2 Dread of Night
- 3 Emerald Charm
- 1 Hall of Gemstones
- 1 Staunch Defenders
- 2 Phyxian Furnace
- 2 Pyroblast

The dominating combo that took Selden all the way.



ATTITUDE ADJUSTMENT

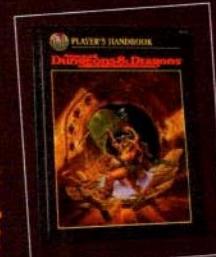
Try Seeing

the world in a different light. Like the kind shed by a *vorpal blade* or a *holy avenger*.

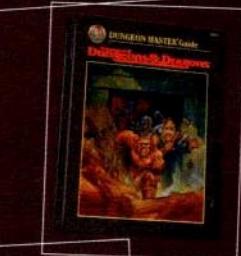
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"Lord of the Rings" Feature Films Announced

The turn of the century will bring moviegoers the first live-action film adaptation of the book of the century.

J.R.R. Tolkien's "The Lord of the Rings" trilogy of books is coming to the silver screen courtesy of a \$130 million commitment from New Line Cinema and Miramax. Peter Jackson ("Heavenly Creatures," "The Frighteners") will co-write and co-produce as well as direct the movies.

Jackson was chosen for the project because, "He has an amazing and intuitive grasp of the books. I think you need that level of passion, commitment and understanding to bring such cherished literature to the screen," said Mark Ordesky, who helped broker the deal. "He is a filmmaker of great imagination and ingenuity [who also] has a fundamental grasp of the humanity of situations."

Jackson has already demonstrated his passion by spending some 18 months planning the production and developing new special effects. If all goes well, the movie based on book one, "The Fellowship of the Ring," will open in December 2000. "The Two Towers," should then be released in the summer of 2001 and the movie of the third book, "The Return of the King," in December 2001. The entire trilogy will be made as a single production in the director's native New Zealand.

"There are 65 parts in the film and close to 15,000 budgeted extras, plus huge amounts of computer-generated effects—something like 1,200 shots spread over the three films," according to Ordesky. "Logistically, it's going to be immense and challenging and epic."

Ordesky would not confirm the rumor that Sean Connery is set to play the wizard Gandalf. No actors have been approached for parts in the films, he said.

■ Matthew E. Milliken

Solve The Merlin Mystery, Win \$125,000

When Jonathan Gunson negotiated his last book contract, he had one very unusual demand. The author of *The Merlin Mystery* insisted publishers pay \$125,000 to one of his book's readers!

Puzzled? That's exactly what Gunson wants. *The Merlin Mystery* isn't just the illustrated story of Merlin's battle against three dark sorcerers and the powerful alchemist's wand that was lost in the conflict; it's also a challenge to readers to locate the wand by solving puzzles in the book.

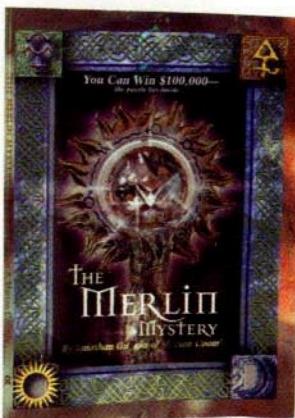
"Virtually everything is important in the book," said Gunson, a 48-year-old New Zealander who has run an animation studio, worked in advertising and produced for television. "Both the text and the pictures—in fact, everything you could possibly think of about the book—is involved in the puzzle."

Whoever solves *The Merlin Mystery* wins the prizes—\$125,000 cash and the wand, a \$25,000 gold and silver item made by Gunson and co-illustrator Marten Coombe. To win, you have to mail the correct solution to an address found in the book.

The Merlin Mystery was released in September in the United States and 14 countries. The 48-page book costs \$21. A Web site, www.merlinmystery.com, will offer hints to the puzzle. If no one solves the mystery by December 2001,

the prizes will be donated to the World Wildlife Foundation. ■ Matthew E. Milliken

Photo by Paul Sherriff



This \$21 book holds the key to winning \$125K.

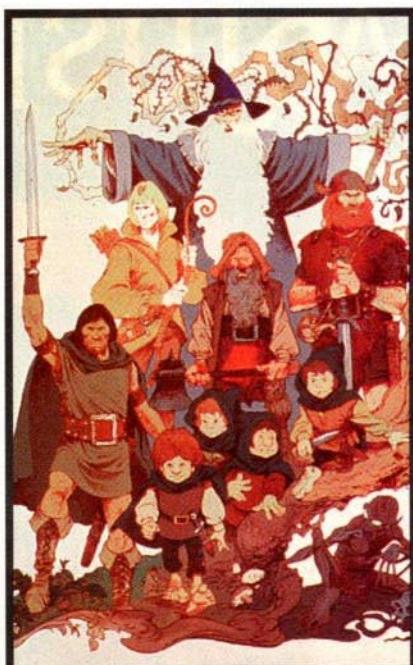
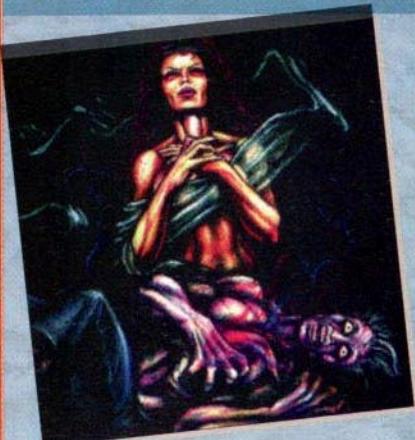


Photo courtesy of Fox Fantasy

"*Lord of the Rings*" is going beyond animation to live-action film. It took over 50 years but technology has finally caught up to Tolkien's imagination.

WE LOOKED IT UP



TORPOR

(*Tor•poor*)

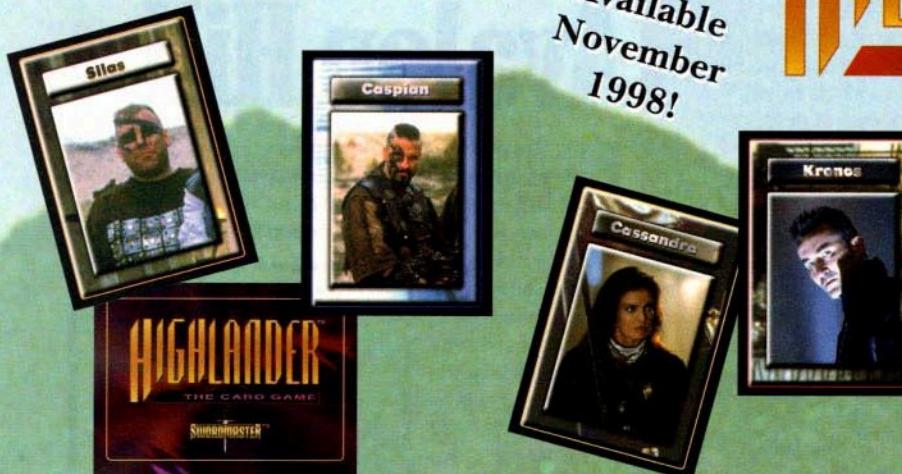
1. Sluggish inactivity; dormancy, as of a hibernating animal.
2. A state of deep sleep entered into by vampires in *Vampire: The Masquerade*, usually after they are seriously injured.
3. Financial state of people you find at the Tor welfare office.

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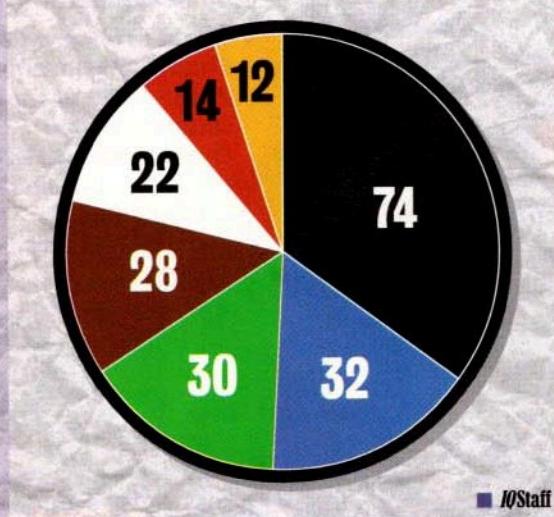
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MAGIC DISSECTED

From Beyond the Grave

An astounding 212 cards mention the graveyard in their text box, most triggering some effect after a creature croaks. You'd think almost all would be black cards, but you'd be wrong. Check it out:



MAGIC PLAYER OF THE MONTH

BRIAN SELDEN, 17,
from San Diego, CA
DCI STANDARD RATING:

2037 (11th in world)

"JOB": High school student

STARTED PLAYING MAGIC? *The Dark* (1994)

FAVORITE MAGIC CARDS?

"Survival of the Fittest and Recurring Nightmare. They took me all the way."

FAVORITE NON-MAGIC GAME? Hearts

FAVORITE TV SHOW: "The Simpsons"

BIO IN BRIEF: Brian started his climb to the top by placing in the top four of the southern California regionals. He then played in Grand Prix Indianapolis, finishing 18th. That lead to the U.S. Nationals, where he rose to 9th place, earning him the invitation he needed to become the 1998 world champion.



Photo courtesy of Tim Mueller

Hasbro Buys Avalon Hill

Panic struck the ever-shrinking world of die-hard board gamers in August when Monarch Avalon Inc. announced it would sell its games division, Avalon Hill (AH), to a new unit of toy giant Hasbro Inc. for \$6 million in cold hard cash.

AH has been the world's leading publisher of wargames and adult strategy board games for the last 30 years, with a catalog of over 200 titles. Hasbro also owns the Parker Brothers and Milton Bradley game companies and publishes light-weight favorites like *Risk* and *Axis & Allies*; however, it has no real wargame experience.

What Hasbro does have is a great distribution network. Its products can be found everywhere, from Toys-R-Uss to K-Mart. AH's simpler games like *Diplomacy*, *History of the World* and *Starship Troopers* may do well in such stores and bring new blood into the gaming hobby. However, the vast majority of AH's catalog are complex wargames like *Gettysburg* and *D-Day*. It's hard to picture these titles, with their steel-eyed soldiers staring from the box covers, sharing shelf space at a toy megastore with Barbie's Malibu Dreamhouse.

Hasbro made no official announcement as to what games they will continue to publish, but according to a former employee of AH, Hasbro was attracted more by the promise of converting well-known board games like *Diplomacy* and *Squad Leader* to PC format than acquiring low-selling wargame titles. AH's existing line of PC games, which run the gamut from the critically acclaimed but mediocre-selling "Victory" series (*Operation Crusader*, *Stalingrad*) to the much maligned *Third Reich*, will likely be scrapped.

After the acquisition, AH dismissed its entire design and development staff. Nearly finished games like *Galaxy: The Arena*—the sequel to the popular *Titan: The Arena*—and the revised *RuneQuest* RPG are in limbo and will likely not see publication.

One week after acquiring AH, Hasbro also bought out Microprose, whose titles include *X-Com*, *Magic: The Gathering* PC, and *Civilization*. That buyout sends a signal that Hasbro wants to trade on the reputation these companies have for intelligent, adult strategy games.

■ Rob Seulowitz

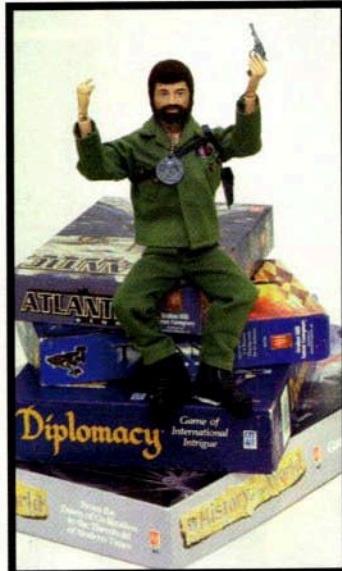


Photo by Paul Schmid

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WHAT'S HOT

TOP 10 CCGS

1. *Magic: The Gathering*
2. *Star Wars*
3. *Legend of the Five Rings*
4. *Babylon 5*
5. *Deadlands: Doomsday*
6. *BattleTech*
7. *Xena: Warrior Princess*
8. *Star Trek*
9. *Highlander*
10. *Aliens/Predator*

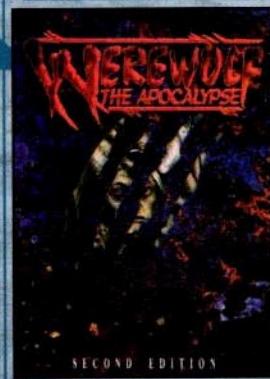
TOP 10 RPGS

1. *Advanced Dungeons & Dragons*
2. *Vampire*
3. *Rifts*
4. *Werewolf*
5. *Alternity*
6. *Star Wars*
7. *Shadowrun*
8. *Deadlands*
9. *Legend of the Five Rings*
10. *Mage*

WEREWOLF: THE APOCALYPSE

Full moon fever must be going around as White Wolf's *Werewolf* RPG experienced a strong spike in interest, jumping from number nine to number four.

BIGGEST MOVER



© 1998 White Wolf

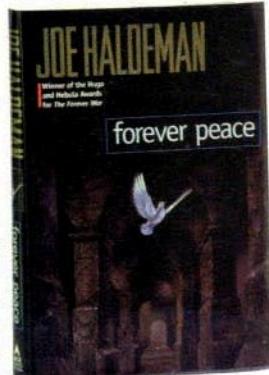
Fans' Picks for Best Sci-Fi

Pirates and science fiction fans from around the world gathered at Bucconeer, the 56th World Science Fiction Convention in Baltimore, Maryland, this past August to witness the presentation of the annual Hugo Awards for the best sci-fi of 1997.

The rocketship-shaped Hugo trophies are named for editor Hugo Gernsback, who started the landmark sci-fi magazine *Amazing Stories* in 1926. Selected by the SF reading public, the Hugos were first presented in 1953 and have since become one of the most prestigious awards in the field.

Sporting full swashbuckler regalia, enhanced by his British accent and beard, SF author Charles Sheffield emceed this year's award ceremony in grand style. The Hugo for Best Novel went to Joe Haldeman for *Forever Peace*, the story of a physicist and part-time soldier caught up in a global conspiracy; this was Haldeman's fifth Hugo. Mike Resnick meanwhile accepted his fourth Hugo for the short story "The 43 Antarean Dynasties" (*Asimov's*, Dec. '97), a wistful look at a once-powerful alien race. Another four-time winner was Best Professional Artist Bob Eggleton. After he accepted his trophy, the grinning artist proudly introduced the crowd to his muse, a wind-up Godzilla, which roared obligingly for the audience.

The Hugo for Best Dramatic Presentation went to the SF film "Contact," starring Jodie Foster and based on the novel by astronomer Carl Sagan. The John W. Campbell Award for Best New Writer went to Mary Doria Russell, author of *The Sparrow*, a novel about alien first contact. ■ Charlene Brusso



Fans' favorite sci-fi book of '97.

Photo by Paul Schmid

BLAST FROM THE PAST

A LOOK AT INQUEST'S FAVORITE CLASSIC GAMES

NAME: NIGHTLIFE

ORIGIN: First published in 1990 by Stellar Games as a series of slim sourcebooks. A third edition combined these into a single 256-page core rulebook in 1992.

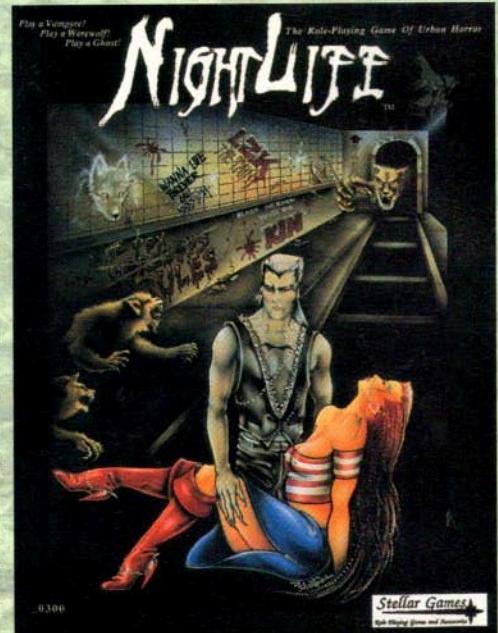
TYPE: Supernatural horror RPG

CONCEPT: Stop us if you've heard this one before: You play members of a secret society of monsters living in the modern world. In addition to such stalwarts as vampires and werewolves, *NightLife* offered daemons, wyights and animates as possible characters, along with more modern horrors such as toxixx and shokkers.

LEGACY: Although largely undeveloped, all the seeds for what became White Wolf's hugely successful *World of Darkness* games are here, including a "humanity" system and something similar to "the Masquerade," whereby monsters seek to keep their identities secret so humans won't become aware of their existence. What you won't find is angst; *NightLife* was a punk-rock, claw and fangfest that drips with late-80's cool.

AVAILABILITY: Out of print, but still available from Stellar Games. At 1997's Gen Con, the publisher said that, in response to the growing popularity of horror RPGs, a 4th edition is being considered.

■ Jason Schneiderman



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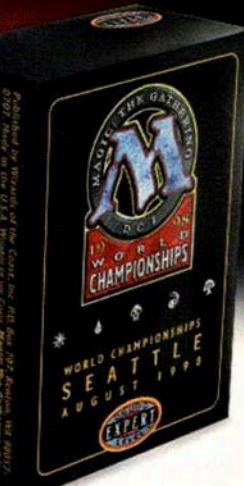
Sold separately, each deck comes with a sideboard and blank cards for proxies.

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Championships
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ESPN2

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Oct. 26, 12:30 a.m. EST



Brian Selden – World Champion

A versatile deck that uses Survival of the Fittest to put creatures into the graveyard and Recurring Nightmare to get them into play.

Ben Rubin

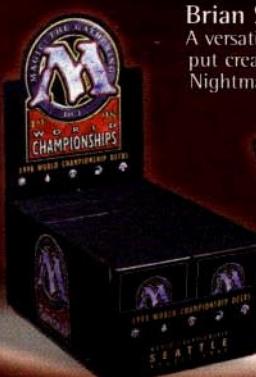
An aggressive "Slight" deck that hits hard with direct damage and a horde of red weenies.

Brian Hacker

A white-weenie deck featuring creatures with shadow and many en-Kors. Cataclysm provides punch when you need it.

Randy Buchler

A pure control deck that includes over 20 counters. Offense is provided by Stalking Stones and a Rainbow Efreet.



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NEWSBITES

"Mmm...boogers...yummy."

- Before the game's demise, USPC Games printed five promotional cards for the *X-Files CCG* that were never released. Voyager Promotions has purchased the run of these cards and is selling them through their web site: www.x-filescg.com.

- Wizards of the Coast** has teamed with Saltmine Creative, Inc. to develop interactive CD-ROM products for key Wizards properties. On-line games set in the *Magic* or *D&D* universes may not be far off.

- Steve Jackson Games** announced a company reorganization which included staff downsizing and the delay of some releases, including *Deluxe Illuminati* and the *GURPS* CD-ROM. Additionally, *INWO: SubGenius* will be their last card set for the foreseeable future.

- Author Steve Hammond is seeking contributions for a *GURPS Vehicles Companion*. Check his website for more: www.io.com/~hammond/gurps/vc/.

- Activision has acquired the rights to produce games based on Taito's classic *Space Invaders*. This follows news that Activision acquired similar rights for *Asteroids*.

- 989 Studios, creators of *Twisted Metal*, will release a *Xena: Warrior Princess* action-adventure game for the Sony PlayStation next March.

- Origin Systems has launched the first episodic downloadable game with *Wing Commander: Secret Ops*, an all-new *Wing Commander* game for the PC. The first seven missions are free, after that new missions in the ongoing story can be downloaded at a rate of one a week, for a small fee. Check www.secretops.com.

- Electronic Arts has bought Westwood Studios, creators of such games as *Dune*, *Blade Runner* and *Command & Conquer*. EA also recently made an investment in Kodiak Interactive, which will develop EA's upcoming *World Championship Wrestling* game for the Sony PlayStation and Nintendo 64.

- The official "Star Wars" website has announced that the first "Star Wars" prequel will be released on May 21st, 1999, to qualify theaters with large screens and high-tech sound systems. A two-minute trailer for the film is expected to air before this winter's "Star Trek: Insurrection."

- Both Dougray Scott ("Ever

After") and Dean Cain ("Lois & Clark") are expected to co-star with Tom Cruise in a John Woo-directed sequel to "Mission: Impossible."

- Warner Bros. has hired Scott Abbott to write a script for Anne Rice's third *Vampire Chronicles* novel, *The Queen of the Damned*. Rice has commented on her website that she doesn't think the film will be made. The rights to Rice's novels revert to her in 2000.



"Vampire"

- Speaking of vampires, look for the latest John Carpenter ("The Thing") film this month. "Vampires" features acting heavyweight James Woods as a vampire hunter on assignment for the Vatican.

- Guillermo del Toro ("Mimic," "Cronos") will direct a feature film adaptation of Mike Mignola's "Hellboy" comic series.

- Production has begun on a sequel to "Austin Powers," in which Mike Myers will be joined by Heather Graham ("Boogie Nights," "Lost in Space") who'll play Felicity Shagwell. The film is expected out next June.

- A new Fox series that sounds promising is "Brimstone," which stars Peter Horton ("thirtysomething") as a detective-turned-bounty hunter for Hell.

- Morgan Creek and Tribune Entertainment are developing a syndicated television series based on the film "The Exorcist" for the fall 1999 season.

- NASA's Jet Propulsion Laboratory will be supplying J. Michael Straczynski's "Babylon 5" spin-off "Crusade" with technology and scientific information, as part of an on-going strategic alliance between the two to make the upcoming TNT series more realistic.

- The World Wrestling Federation has purchased Debbie Reynolds' bankrupt Las Vegas hotel-casino and plans to turn it into a WWF-themed attraction.

By Sean (SeanJordan@aol.com) Jordan and the *InQuest* staff

Adventures in Avalon

Where are you going to find dice-cursing wargamers cheek-by-jowl with snarling card-flopers? Obsessive historians competing with pig-ignorant philistines for \$25 and a bronze plaque? Only one place: AvalonCon.

This premiere board game con sponsored by the Avalon Hill Game Company has been held in suburban Baltimore, Maryland, since 1991 and has quickly become a favorite of hard-core gamers.

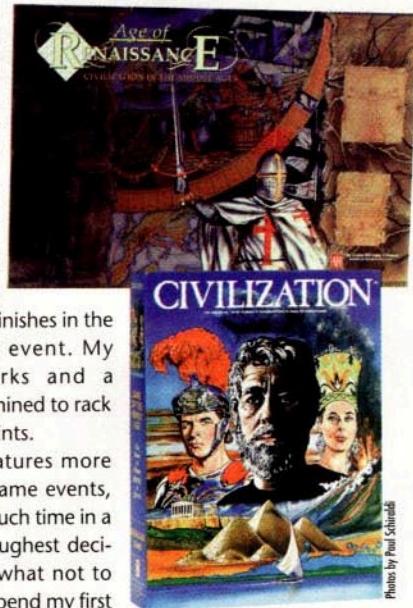
As one such, I'd assembled a team and road-tripped to the con in August. AvalonCon encourages team play. To form a team you just get three of your buddies and sign up; each team member then scores points if he finishes in the top spots of any event. My team—Three Jerks and a Squirt—was determined to rack up some major points.

AvalonCon features more than 100 board game events, and with only so much time in a day, one of the toughest decisions is deciding what not to play. I decided to spend my first day playing *Age of the Renaissance*. Mix *Civilization* with *Monopoly*, add some nasty zap-cards, a beautiful map and a great deal of table-talk and you have AoR. I made it to the semi-finals but, unfortunately, ended up next to a psychogamer. This is a player who will stab himself in the heart if he knows it will go through him and impale you too. It's one thing to be aggressive, it's another to be a jerk. Mr. Psychogamer ended, as he must, in last place, but he took me down with him. I finished 18th overall, two places shy of team points. I hid from my teammates until Sunday.

Next, I got in a game of *Advanced Civilization* but picking last for sides got stuck with Crete. This game was played on the Western Expansion map which allows too much room for only seven players. With no incentive to fight, the players sat in their respective corners of Europe apologizing to each other for playing calamities. Gag.

Then came the highlight of the weekend: *Successors*. This historical strategy game cleverly combines board and card play and had players hooting, jeering and teasing each other mercilessly. We played zap-cards with a cheerful "in your face" and ducked them with a triumphant "Back atcha, sweetheart!" I ended up tied for second, earned some points and could face my teammates again.

Due to the sale of Avalon Hill, the con's future is uncertain. But if it's still around next year, you gotta go. Check www.avalonhill.com for the latest.



Two of the more than 100 board games you can play competitively at Avalon Con.

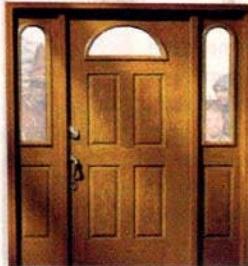
Billy is asked to DM.

Billy has no time.

Billy says "yes" anyway.

Billy is screwed.

KNOCK
KNOCK
It's 6:30!



Not anymore...

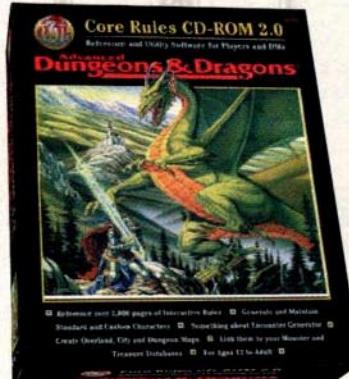
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Armageddon for Magic

Which *Magic: The Gathering* game is the rarest and most valuable? If you said Arabian Nights or even Alpha edition, you're wrong. It's actually Acclaim's *Magic: The Gathering—Armageddon* arcade game. With only 10 in existence and selling for around \$2,000, one of these babies is worth more than a half dozen Black Lotuses and is 3,000 times as rare.

So scarce are these machines that even the exact locations of most of them is unknown. They were shipped to test markets all over the world, according to Jim Bishop, a Wizards of the Coast games co-ordinator. One is in Greece, and another in WotC's game center, but little else is certain. Acclaim only built 10 of the units because it dissolved its arcade games division in March of this year before the test market reports came back.

If you can't make the trip to Seattle, here's what it's about: *Armageddon* is, sort of, a two-player fighting game. Each player can pick one of five characters, unique to the game and not found in any other WotC product. The character's abilities are based on color. You can throw spells directly at your opponent or summon creatures to attack him—much like in regular *Magic*. You can summon little creatures quickly, or save up your power to summon a larger creature. You win when your opponent's life goes down to zero... assuming he doesn't slip another quarter into the machine. ■ **Rick Moscatello**

MAGIC UPDATES



The *Magic* rules team released no new rulings this month. The Duelists' Convocation International (DCI)—the governing authority for all officially sanctioned *Magic* tournaments—however, issued new Standard Floor Rules for tournament play. Here are the highlights:

- The old "all-land/no-land" mulligan rule has been replaced by the new mulligan rule. You may declare a mulligan as many times as you choose, with any hand and without showing it to your opponent. However, you draw one less card each time you take a mulligan.
- If a deck is put into card sleeves, the sleeves are now considered part of the deck. If a sleeve is marked, then the deck itself is considered marked. If your opponent asks you to remove your sleeves, you are not required to do so. However, you still must obey the instructions of any judge.
- If a match runs out of time, a judge may extend the time for that match if one or both of the players were playing slowly. In this case, both players get three additional turns.
- In order to concede a game, you must have the approval of a judge. The purpose of this rule is to prevent players from throwing matches to help their friends. It doesn't prevent you from conceding a match for any legitimate reason.
- Players are prohibited from taking notes during a match, except to denote the following: the life totals for each player, including a description of what caused any change; any land played; the amount of mana in each player's pool; and the total number of cards each participant has played.



Home again, home again, jiggity-jig! We went gossip-huntin' at the cons this summer, and just take a gander at what we done come up wit'...

• No one at TSR will officially verify anything, but there was lots of talk at Gen Con about *Advanced Dungeons & Dragons 3rd Edition*—some of it by guys wearing TSR shirts. We believe work has already begun and that you'll be hearing distant rumblings of this before the turn of the century. C'mon, new owners, new directions, new millennium... Think about it.

• With Timothy Zahn—author of the famous *Star Wars Heir to the Empire* book series—hanging out at the Decipher Games booth at Gen Con, it wasn't long before hints of *Heir*-related expansions for the best-selling *Star Wars CCG* were being dropped.

• If you've been getting your gaming fix on-line at WebRPG (see "IQ News," issue 38), you may have to start looking elsewhere. Webmaster Alex Bratton, developer of the promising "virtual table" WebRPG software, has taken a day job that will force him to shut down the site.

• Might we see the return of *Thieves' World*? That's what anyone talking to Lynn Abbey, one of the original editors and creators of the famous fantasy anthology series of books, is likely to think. She was spotted in a long conversation with Peter Adkison, indicating that WotC could be in line to participate in such a revival.

• Ronin Publishing has the inside line to acquire the martial arts fantasy RPG *Feng Shui*. After its previous publisher, Daedalus, went bankrupt, rights reverted to Robin Laws, the game's designer. He isn't saying which company will get it, but it will go somewhere.

• Looks like we may see a documentary film about gaming in the future—especially if the grandfather of gaming, Dave Arneson, has anything to say about it. He's been supporting the efforts of John Kentner, who's been chatting it up on camera with gaming notables of all kinds. Sources say he's got an angle to get it on the Sci-Fi Channel, although it might only make it as far as public TV. Someone check our make-up...

• Another game magazine has bitten the dust. *Tough Stuff's Gamer* has reportedly ceased publication with the current issue.

We gots our shotguns an' our pick-'em-up trucks, an' we-uns is goin' huntin' agin'. See ya'll next month, ya hear!

You scratch my back



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REVIEWING
THE LATEST
RELEASES
IN GAMING

Star Trek: The Next Generation Roleplaying Game

No more *Star Trek* gaming. Never again." That's what I told myself after the last failed attempt at playing in a roleplaying campaign set in the highly rich and diverse universe of science fiction's all-time greatest franchise. We had tried it in the Hero System, a set of rules that could seemingly do anything, and it was a disaster.

Why? Because none of us wanted to go through and create all the intricate source material information we really needed to make it work. That's what it's all about—all the hundreds of little things that make the *Star Trek* universe what it is.

Well, *Star Trek: The Next Generation RPG* is all that and a bag of chips. Tricorder settings, starship stats, alien races in full detail, juicy historical nuggets, Starfleet ranks and designations. A trekkie, trekker, trek-phile—whatever—could jazz to this book forever and never pick up a single die.

But you gotta play! This isn't another six-day wonder game system wrapped around a choice license. Last Unicorn went all out to attach a core game system that stands quite nicely on its own. They call it "The Icon System." I call it "Son of Fuzion and Legend of the Five Rings." Some of the best elements of both these systems can be found in the Icon mechanics; since I think those are the two hottest game systems going, that's a heck of a pedigree for a set of game rules in my book. A handful of six-siders (including one designated the "Drama Die" for that all-important wild card effect) are rolled based on the guiding attribute and you get to add your skill level versus a difficulty number. It's fast and intuitive, just the way games ought to be.

Character creation reaches near nirvana; players can go through a very rich series of steps that evokes fond memories of *Traveller*, or they can just take a pile of points and start building. Bless you, Last Unicorn, for giving us both. The focus is on Starfleet personnel,

of course, but there's enough here to head other directions if you really want to.

the box

STAR TREK: THE NEXT GENERATION ROLEPLAYING GAME



PUBLISHER: LAST UNICORN GAMES

DESIGNERS: CHRISTIAN MOORE, ROSS ISSACS, KENNETH HITE,

STEVE LONG

GENRE: SCIENCE FICTION

RELEASE: AUGUST 1998

FORMAT: 324-PAGE HARDCOVER

SUGGESTED RETAIL: \$35

"A trekker could jazz to this book forever and never pick up a single die."

But who would want to? You've got amazingly cool and clear starship combat, all of Starfleet at your back and the chance to play Tactical, Conn and Chief Engineer—I can't wait! The rules recommend you start out at Ensign level, but there's no reason your group can't field their own bridge crew.

Gamemasters who feel daunted about running a *Star Trek* campaign need not fear. There are excellent guidelines for constructing adventures, including the classic three-act construct popularized in modern TV storytelling. Very effective Narrator guidelines

pepper the book—I especially liked the guidelines on dealing with the Chain of Command—and there are plenty of campaign ideas.

It would be unfair to claim that there have been no other attempts to do *Star Trek* as an RPG (it was, after all, FASA's first major claim to fame). However, nothing compares to what Last Unicorn has pulled off here. Not since *Star Wars* has a science fiction license been so successfully presented as a roleplaying experience. ■ Sean Patrick Fannon

THE GOOD

- Paramount, notorious for being hard to work with, clearly played the friendly uncle on this project; it's full of very cool photos from throughout Trek-dom, and there is no stinginess on accurate information.
- This book is slick. From the glossy cover to the full-color stills throughout the book, the game and the Star Trek universe are presented beautifully.
- I seriously geeked on the "Techno-Babble Chart" which lets you create random phrases that sound like they mean something.

THE BAD

- Basing Initiative on what Skill you are using is clunky, especially if you are likely to change your action. Tacticians will find a way to abuse this.

THE UGLY

- The character illustrations are way too dark and smudgy. Good thing most of the art is from series stills.



IF YOU DON'T STOP IT,
THIS IS ALL
THAT WILL BE LEFT

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Legend of the Burning Sands

If you thought spin-offs were limited to second-rate characters in popular sitcoms and new "Star Trek" franchises, guess again. The highly successful *Legend of the Five Rings* CCG has spawned a new game—the dark Arabian fantasy *Legend of the Burning Sands*. Set in the desert wastes of the LSR world, LBS lets you take the reins of one of several factions vying for life-giving water.

Victory comes by crushing your opponents' cities or running your foes out of water, though the two usually go hand-in-hand. You can also triumph by achieving difficult tasks, which allow you to put Story cards into play, each of which gives you a set number of points towards victory.

What's in here for LSR players? LBS is easy to learn if you know the parent game. Many rules here are an almost exact "cut and paste" from the LSR rulebook. Flying is equivalent to Cavalry, the Story victory is an easier version of the Enlightenment win, and lots of cards are identical to LSR cards. For example, Sound Planning is the same as LSR's Superior Tactics. And they're linked by story as well. The raiding Moto are related to LSR's Unicorn Clan and some faces from Rokugan appear in the dunes.

But dig a little, and you'll discover that LBS is not just LSR warmed over (pardon the pun). This game has some clever mechanics all its own. For instance, you'll probably never end a game of LBS with gobs of money-producing holdings cluttering the table. You can destroy most holdings for a good "one shot" effect, like a strength bonus, so well-timed sacrifices can pave the way to winning.

The combat rules are also quite nice, though they are a little tricky at first. Damage is dealt when a player "engages" his cards by bowing them. The other player must immediately absorb the damage dealt by the engaged cards by destroying

cards in his army. For one thing, you never have to wait several minutes while everyone

the box

LEGEND OF THE BURNING SANDS

PUBLISHER: FIVE RINGS PUBLISHING GROUP

LEAD DESIGNER: RAYMOND LAU

GENRE: ARABIAN FANTASY

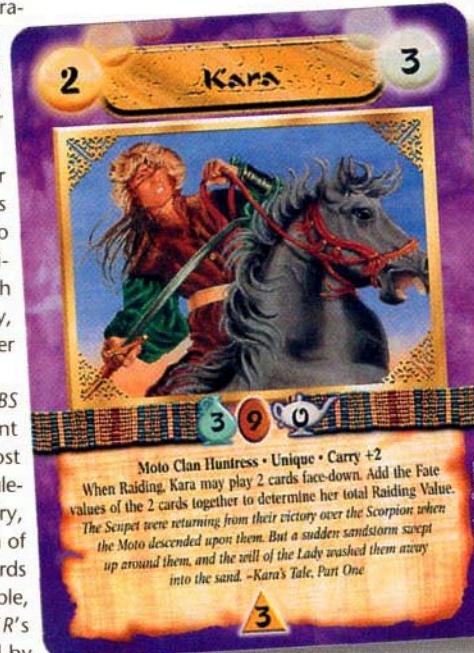
RELEASE: AUGUST 1998

SET SIZE: 153 CARDS

PACKAGING: 60-CARD STARTER DECKS; 11-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$8.99 PER STARTER; \$2.49 PER BOOSTER

"It's not just *Legend of the Five Rings* warmed over."



counts up the strength totals of all the cards in their armies. Players turned off by the "all or nothing" nature of combat and duels in LSR may find LBS a lot more to their liking, because both sides usually lose cards during every battle.

Make no mistake, LBS is all about attrition. Most heroes want water to join your cause—but you lose if you run out of water. Hiring someone to fight your battles puts you closer to losing. You can get water back through raiding, but you must sacrifice cards to get your opponent's water tokens.

Each faction has a well-defined flavor. The Assassins look the most like what you'd see in "The Thief of Bagdad"; they're the duelists. The Moto are based on the Mongols and specialize in raiding water at night. The Senpet—thinly disguised Egyptians—

represent the "march over and squish you like a bug" faction. Unfortunately, each group has such an obvious strength that decks may be monotonous until the card pool increases.

Legend of the Burning Sands won't blow you away like a sandstorm, but if you're patient, the City of Stories should become an enticing and rewarding locale to visit. ■ Zen Faulkes

THE GOOD

- All the elements that made LSR and *Doomtown* hits are here: solid play for two-player or multi-player, striking graphics, an involving story and still no timing problems!
- Harem babes, harem babes, harem babes!

THE BAD

- While LSR is a great property to spin off of, LBS still needs a stronger identity and flavor all its own. Similar mechanics is okay, but there are too many exact card knock-offs.

THE UGLY

- "Holdings enter play bowed." Didn't see that rule? Try the index... Wait, the index and page numbers don't match... And what's a focus value? Isn't that an LSR term? The rulebook's omissions and glaring foul-ups are inexcusable for such a major new release.

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OCTOBER RELEASES

AD&D: Calimport

The largest, meanest city in Faerun is detailed in this *Forgotten Realms* supplement. Though the city was described briefly in the *Empires of the Shining Sea* boxed set, this accessory provides a wealth of new info. TSR. 96 pages. \$16.95.

AD&D: Crypt of Lyzandred

And you thought the Tomb of Horrors was bad? In the second adventure in the "Lost Tombs" series, Lyzandred the Mad's final resting place is host to deadly traps, cryptic clues, mindless guardians and the key to avoiding Greyhawk's impending doom. TSR. 48 pages. \$9.95.

AD&D: Faction War

Seems like everyone's at war nowadays, and the city of Sigil is no exception. With all-out war about to explode in the streets of the Cage, everyone's preparing for the final conflict. Which side will you be on in this *Planescape* adventure? TSR. 128 pages. \$19.95.

AD&D: Jakandor: Land of Legend

The final adventure in the Jakandor series sees the last battle between the barbaric Knorr and the necromantic Charonti. Yes it's more conflict, but conflict is good. Barbarians versus undead? We're there... TSR. Boxed set. \$21.95.

Alternity: The Last Warhulk

An ancient warship continues to fight though the war is long dead. The Doomsday Machine from "Star Trek"? Nope, it's a relic from the last galactic war in *Alternity*'s first full-length adventure for the *Star Drive* setting. It's up to you to stop the thing before millions perish. (Read: It's up to you to stop the conflict *before* it starts.) TSR. 64 pages. \$13.95.

BattleTech: The Clans: Warriors of Kerensky

The ultimate guide to the Clans, providing for the first time a complete picture of their unique martial society, including a detailed history of the Clans and a gazetteer and stellar map of the Clan homeworlds. No outright conflict, but plenty brewing. FASA. 196 pages. \$18.

continued on page 38

GAME REVIEWS [ONDECK]

Magic: Unglued

"Hot Monkey Love?"

When Wizards of the Coast announced the *Magic* expansion *Unglued* I thought it was odd that they would try another comedy expansion. (Ah, that *Homelands* makes me chuckle just thinking about it.) But seriously, a lot of people were looking for something that would restore some fun to the game, a game which has become a deadly serious "intellectual sport." *Unglued*, a light-hearted set of humorous cards, delivers in spades.

As usual the art on the cards is incredible. *Unglued* is worth purchasing for the full-portrait land cards alone, but the whole set is filled with visual delights. Just about every aspect of *Magic* is slammed in one way or another. There are cards which mess with the art and text boxes, including the B.F.M. (Big, Furry Monster)—a 99/99 creature which requires two cards to display its gruesome visage.

There are cards which have intentional errors, like the blue-bordered red card The Ultimate Nightmare of WotC Customer Service, and cards which skew the art and text boxes. There is a card which will force your opponent to get you a Diet Pepsi, a card which can do damage just by being shown to your opponent and a card which is only deadly when you own a whole bunch of them. You may have to cluck like a chicken, sing songs, take off your pants or even balance a card on your head just to keep it in play or use its special ability.

The flavor text on a lot of the cards is inspired and there is even a secret message which can be deciphered if you own a whole set. (Hot Monkey Love?) In order to use some cards, like the Blacker Lotus, you'll have to rip them up and

others, like Timmy, Power Gamer, will rip on you.

There are only a few negatives. Personally, I think it's unfortunate these cards aren't legal in sanctioned tournaments; the Pro Tour could use a little levity. Also, the set size of 94 cards is too small and the jokes do eventually get old.

But overall *Unglued* is a tremendously fun set with a lot of wit and humor. Hope you enjoy it, but now I have to get busy practicing the hokey-pokey, 'cause that's what it's all about. ■ Rich Lipman



the box

MAGIC: UNGLUED



GAME: *MAGIC: THE GATHERING*
PUBLISHER: WIZARDS OF THE COAST
LEAD DESIGNER: MARK ROSEWATER
GENRE: FANTASY
RELEASE: AUGUST 1998
SET SIZE: 94 CARDS
PACKAGING: 9-CARD BOOSTER PACKS
SUGGESTED RETAIL: \$1.99

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- DARTH VADER

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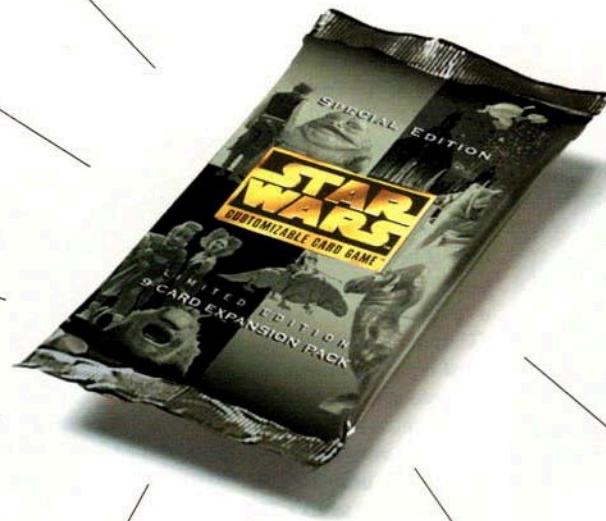
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OCT. RELEASES

cont.

L5R: Walking the Way

If you thought Alderac had nothing more to say about magic in Rokugan, think again. This book explores the mysteries of the Tao, and the secret magical lore and powers that come to those who travel the Path of Enlightenment. Includes new spells, rules for kihō and other minor magical abilities, as well as background on the secretive Brotherhood. Alderac. 156 pages. \$24.95.

Magic: 1998 World Championship Decks

Want to play like the pros? Try using their decks. With this special *Magic* release, you can score four of the top finishing decks in this year's world championships, complete with sideboards and strategy tips for these power decks. The decks have distinct backs, but they include proxies so you can make your own cards. \$9.99 per deck.

Marvel Super Heroes: Avengers Roster

Who should be on the Avengers? Captain America, Thor, Iron Man, Hawkeye? You make the call with this reference guide which details all the Avengers heroes, villains and allies for your RPG campaign. TSR. 128 pages. \$17.95.

Shadowrun: New Seattle

This is an updated edition of *Shadowrun*'s most successful sourcebook. If you thought you knew old Seattle, you'll find New Seattle deadlier and more exciting. Everything players and gamemasters need to set their campaigns in Seattle, 2060, is here. Well, everything except the Game Center. FASA. 184 pages. \$20.

Trinity: Aliens are Among Us

White Wolf is launching a series of compact *Trinity Field Reports*, and this full-color book is one of the first. It brings both players and Storytellers up to date on the officious Qin, the fanatical Chromatics and the volatile Coalition—and reveals their many secrets! White Wolf. 24 pages. \$4.95.

Wraith: Renegades

In keeping with the theme of a new style, White Wolf is gearing up a line of prestigious, super-deluxe products, and *Renegades* is among the first of these bold new supplements. The Hierarchy has framed the debate for centuries, but now those rabble-raising Renegades are getting their side of the story out. White Wolf. 126 pages. \$20.

GAME REVIEWS [ONDECK]

AD&D Core Rules CD-ROM

It used to be that one of the main requirements for an *AD&D* game was paper and pencils. Well, with the *AD&D Core Rules CD-ROM Version 2.0*, you don't need 'em anymore. Between the random NPC generators, map-building software and tons of other useful utilities, all a DM needs to run a campaign is on this one CD. Heck, you don't even need dice; the *Core Rules* has a program for that too.

Make no mistake about it; version 2.0 is completely unrelated to the version 1.0 schlock TSR put out a year ago. A new design team started from scratch to create this awesome and comprehensive tool. You get the complete text from nine books, including the *Dungeon Master Guide*, *Player's Handbook*, *Monstrous Manual*, *Tome of Magic* and *Arms & Equipment Guide*. Best of all, you can view the books in two formats: either as individual word processor files or as a fully-indexed, all-encompassing hyper-linked file.

The various character, encounter and treasure generators are crisp and thorough and, most importantly, flexible. You can create a character using guidelines from the *Core Rules* or *Player's Option* system. Or you can just do whatever the heck you want: You want a 15th-level Dwarven shadow mage that fights with a battle ax? Go to town.

The map generators are equally stunning. It's a snap to create city, dungeon and overland maps. And if you want to take the time to learn the interface, the CD includes *Campaign Cartographer's* ultra-detailed CAD mapping program. On top of that you can create your own spells, monsters, equipment, psionics and encounter tables. You name it, the *Core Rules CD-Rom* can do it.

I only have a few gripes. I'm greatly appreciative that the interface is fast and smooth, but it's not as slick as it could be, and I'd like to be able to bounce between multiple projects at the same time. Also, the random generators aren't perfect: Why doesn't my 15th-level Elven Ranger have any kind of bow proficiency? Fortunately, it's easy enough to make changes.

Overall, these are minor nits to pick. For a program like this, what matters is utility and *Core Rules* delivers. Bottom line: If you play or run *AD&D* and own any speed Pentium machine, the *Core Rules CD-Rom* is a must buy. ■ Jeff Hannes



the box

CORE RULES CD-ROM, VERSION 2.0



GAME: *ADVANCED DUNGEONS & DRAGONS*

PUBLISHER: TSR

SOFTWARE DESIGN: EVERMORE ENTERTAINMENT

RELEASE: OCTOBER 1998

FORMAT: WINDOWS 95 CD-ROM

SUGGESTED RETAIL: \$54.95

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[ONDECK]

"If you want to try miniatures,
Battleground is the perfect
place to start."

Trinity Battleground

How would you like a miniatures game that's fast, enjoyable and can be played in a couple of hours? Impossible, you say? Then maybe you should take a look at *Trinity Battleground*, White Wolf's first major foray into miniatures gaming. You can be playing within minutes of opening the box and games move along at a brisk pace so you don't have to waste an entire afternoon setting up.

The box itself contains enough goodies to keep you busy for awhile. You get 20



miniatures waiting to be primed, mounted and painted, several cut-out buildings and even a few pieces of 3D terrain. This makes for a diverse battlefield without a big additional investment, and an excellent introduction to miniatures gaming.

Once you're ready to play—and setup is a cinch with

easy-to-follow rules—battle is up-close and dangerous. Combatants armed with paranormal powers and firearms are locked into squad-level miniatures battle for the fate of the universe. You control anywhere from a single man to dozens as they fight their way to victory.

The influence of the *Trinity* roleplaying game is apparent,

but the bulk of an unwieldy and confusing RPG universe has been distilled to playability in *Battleground*. While combat still gets dealt out with good old brute force, the powers of taint and psi add an extra twist to an already well-designed game. The weapon and mutation counters make outfitting a character fast and easy.

A quick warning: Read the errata! It will save you some frustrating moments when you build the cardboard buildings included in the game. Some of the rules changes make a big difference as well. The revised rules for exploding fuel tanks could have changed the outcome of some of our games—of course, anyone dumb enough to hide behind a fuel tank probably gets what he deserves. ■ Sandy Clark

the box

TRINITY BATTLEGROUNDS



PUBLISHER: WHITE WOLF GAME STUDIO
DESIGNERS: CHRIS McDONOUGH, ROB DIXON,
JESS HEINIG AND JEFF HOLT
GENRE: SCIENCE FICTION
RELEASE: AUGUST 1998
FORMAT: BOXED SET
SUGGESTED RETAIL: \$60

TM & © White Wolf Game Studio

[ONDECK]

"Not every remake is better than the original."

Empires of the Shining Sea

Ever since TSR dropped the Al-Qadim line, finding a good Arabian-style AD&D product has been tough. If you've been yearning for more on this genre, the new boxed set *Empires of the Shining Sea* offers both good and bad news for you.

The good news is that this hefty *Forgotten Realms* boxed set—developing the southern reaches of the Realms—gives you an opportunity to use those Al-Qadim rules again to create an Arabian-flavored campaign. The bad news is that *Empires of the Shining Sea* is basically a

revamped version of the 1988

accessory *Empires of the Sands*—with enough new filler to add flavor and a few adventure hooks. Don't look for anything ground breaking and new, though, such as kits or character classes—you won't find 'em.

Shining Sea starts with over 40 pages devoted to history, which is overkill since



most of it has little bearing on the current day and age. The intense historical detail turns what was originally a solid 64-page supplement into a flabby and padded product.

One of the main problems with this extra detail, aside from being dull, is the poor organizational structure of the book. Although the book does have a good table of contents, its sections do not complement one another very well. For example, one section details prophecies which could be used as adventure hooks, but since it is located at the beginning of the history section it gets easily lost.

With all of these negatives, *Empires of the Shining Sea* might not sound like a hot prospect, but it does offer a lot of adventure hooks that an enterprising DM can use. One example is the listing of current events: "But the nation reports record monster populations among the Marching Mountains this year, requiring more mercenary guards than normal." There are well over a hundred of these little adventure hints for the watchful DM.

Thirty bucks is a lot to spend for a collection of adventure hooks, but there are enough to fill a campaign, making the set worth considering if you're willing to put it in the effort. But if you're looking for quality over quantity, save your cash. ■ Todd Posey

the box

EMPIRES OF THE SHINING SEA



GAME: AD&D
PUBLISHER: TSR
AUTHORS: STEVEN E. SCHEND AND
DALE DONOVAN
GENRE: ARABIAN FANTASY
RELEASE: SEPTEMBER 1998
FORMAT: BOXED SET
SUGGESTED RETAIL: \$29.95

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[ONDECK]

Filthy Rich

When the *InQuest* crew heard that Richard Garfield's next big project was a "binder game" we laughed. When we learned the game was going to be called *Filthy Rich*, we worried that all of this money might be making our favorite designer a little eccentric. Well, after months of jokes about booster packs of binder sleeves we finally got a chance to play and, borne of eccentricity or not, *Filthy Rich* is a winner.

In this easy-to-learn game for two to five players, your goal is to show off your business savvy by earning enough money to buy three luxury cards.

the box

FILTHY RICH



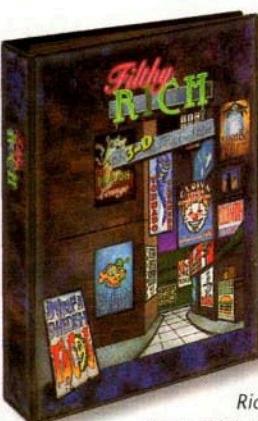
PUBLISHER: WIZARDS OF THE COAST
DESIGNER: RICHARD GARFIELD
GENRE: FAMILY GAME
RELEASE: AUGUST 1998
FORMAT: BOXED SET
SUGGESTED RETAIL: \$24.95

© Wizards of the Coast

To get there you need to open new businesses, which are represented

by cards. There are also asset and action cards which can help you out or thwart your foes, but the key innovation to the game is the binder, which includes four nine-slot card sheets.

When you open a



"A binder game might seem out there, but then, whoever heard of a customizable trading card game?"

new business you place the related sign cards in the current binder page. Most businesses only have one card, but some take up two, three or even four spaces. When your turn is done you roll the dice—a number of 10-siders equal to the page you're on. The numbers correspond to slots on the sleeve; if your sign is visible and "hit" you get money, even if it's on another page. If your sign is covered by another player's, you get bupkus. If a 10 is rolled, watch out—it's tax time. And in *Filthy*

Rich taxes are *nasty*, capable of knocking the top dog off his high horse if they hit at the right time.

The binder-page mechanic makes for some very dynamic gameplay fraught with difficult decisions. Do you put your best sign on the bottom page, taking the risk that it might get covered? Or do you gamble by putting it on the top page, where it has a greater chance of being hit but you also run the risk of having your sign "flipped" out of play? Best of all, games are usually quick, playable in less than an hour.

The concept of a binder game might seem out there, but then, whoever heard of a customizable trading card game? ■ Jeff Hannes



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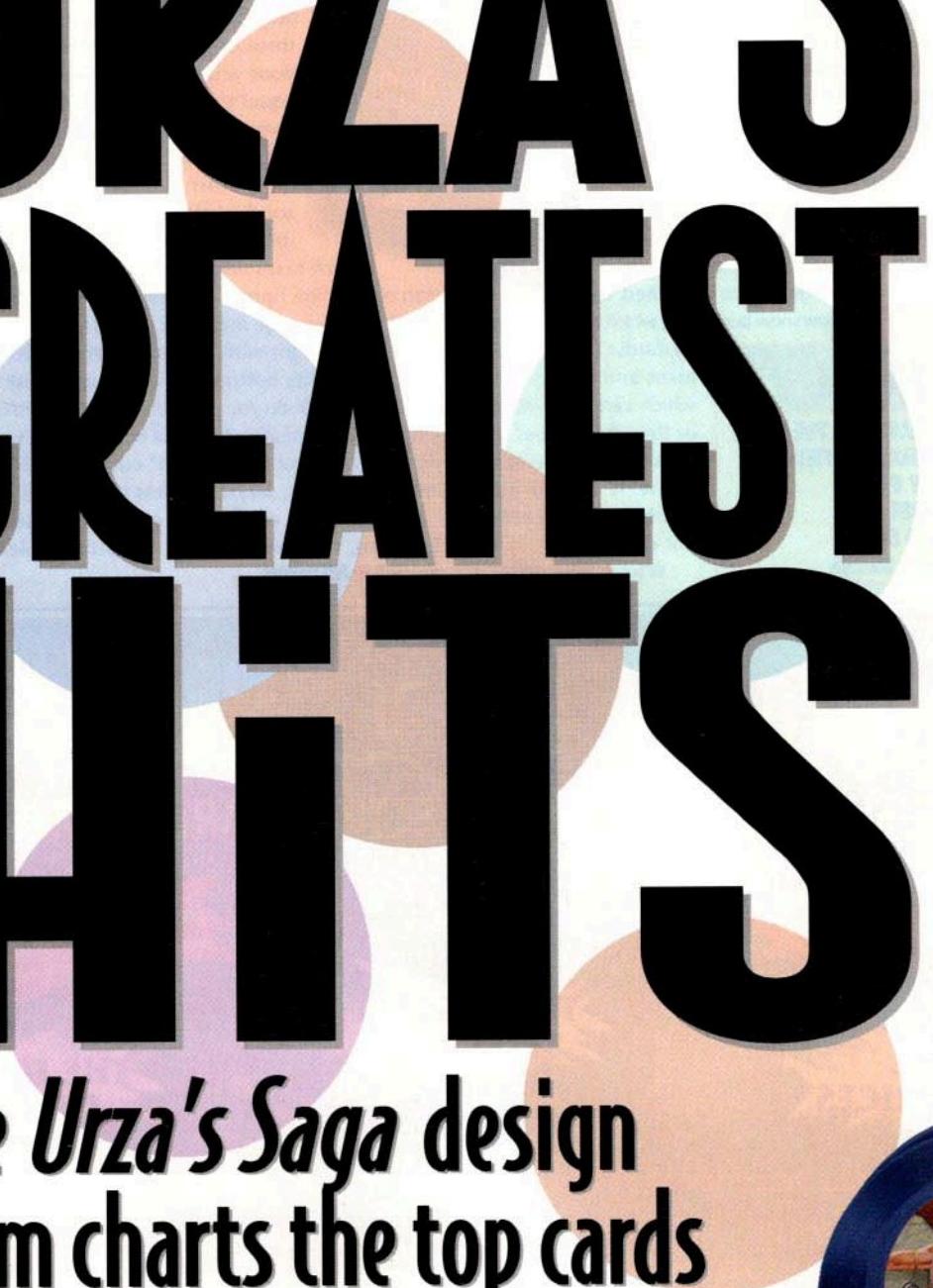
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URZA'S GREATEST HITS



The *Urza's Saga* design team charts the top cards from *Magic*'s latest set

By the *InQuest* staff





Ever dream of getting an 8/8 creature out for one blue mana? How'd you like to Tutor for a creature of your choice every turn? Then put another dime in the jukebox, baby, because all this and more becomes possible with the introduction of *Magic: The Gathering's* latest expansion, *Urza's Saga*.

Every expansion or so, Wizards of the Coast does something to stir up players' expectations about game mechanics and to keep the game fresh. Remember shadow, flanking, buyback and phasing? Well, *Urza's Saga* introduces four abilities—cycling, echoing, growing and sleeping—that inject new elements into the game and promise to open up exciting deck-building strategies.

What *Mirage* did for fast mid-range creatures and *Tempest* did for unblockable creatures, *Urza's Saga* promises to do for enchantments. According to Mike Elliott, lead designer for *Urza's Saga*, the idea behind the new expansion is to "bring back the enchantment-heavy deck," and some of these enchantments are so powerful and flexible they'll be piling into tournament-grade killer decks before too long.

Just when you've mastered buyback and spikes, the dynamic *Magic* environment changes on you, and it's time to get a handle on a whole new slew of cards. That's where *InQuest* comes in. We've asked the *Magic* research and development team which are the best cards in the new set and scored exclusive background info and design tips on those cards. So, join us for a survey of *Urza's* top pops...

Magic: The Gathering is a registered trademark of Wizards of the Coast. Vinyl photos by Paul Schiroldi.

BEST GAME MECHANICS



CYCLING: Drifting Djinn

Drifting Djinn is a 5/5 blue flyer who—thanks to a new ability called cycling—is polite enough to leave your hand and head for the graveyard if you’re not ready to summon him; he even gives you a new card in the process.

According to Elliott, cycling gives players flexibility. Normally, if you draw a high-cost critter early in the game, you’re

stuck with it. With cycling, you can ditch it and try for a card you can use.

Drifting Djinn and other cyclers are obvious boons for reanimation decks. No longer do you have to draw up to eight cards to begin dropping your critters into the graveyard. Now, with two colorless mana, discard ‘em, get a new card in the process and revive ‘em later with an Animate Dead or Corpse Dance.



ECHOING: Lightning Dragon

The light ‘n’ sprightly Lightning Dragon is a pumpable 4/4 flying creature which showcases a new *Urza’s Saga* ability: echoing. With echoing, you get a fairly powerful critter for just a few mana, the drawback being that you must pay its summoning cost again next turn.

Echoing was designed to trade mana for speed. You get great creatures out quickly, but you wind up paying more mana over time. Elliott likens it to buying a house: “You don’t put all the money down at once; you pay it off over time. But you get to move in right away.” Echoing is concentrated in green to give it a bit more of an edge in speed.

Having to pay twice makes echoing creatures vulnerable to mana-denial strategies, but according to Elliott, their speed advantages outweigh such drawbacks—especially in a red burn deck, where most lands just sit around after the first few turns.

The Lightning Dragon is nearly as useful as its Shivan cousin, but a lot cheaper to get into play. Keep in mind, you don’t have to pay the echo cost; Elliott points out that players may summon echo creatures to serve as one-shot suicide blockers.

An interesting side-effect of echo critters is that they have a built-in anti-control mechanic: If your opponent steals your creature, he’ll have to pay for it on his next turn or kiss it good-bye. Cool, huh?



GROWING: Midsummer Revel

Midsummer Revel introduces *Urza’s Saga*’s third new mechanic: growing. With growing, you place a counter on the card during upkeep, then—when you’re happy with the amount of counters accumulated—sacrifice the card for some large effect. In the case of Midsummer Revel, you get a bunch of li'l 3/3 green beasties.

The longer you let a growing card hang around, the bigger the benefit you’ll get in the end. And by popping the card on your opponent’s turn, you can avoid the whole summoning sickness problem.

Elliott doesn’t see Midsummer Revel and other growing cards making a splash in tournament decks. “In Type I (Classic) and II (Standard), cards like this don’t stick around long,” he says. They’re more likely to be encountered in fun decks.

Midsummer Revel wasn’t always so cheery a card, says Elliott. Originally, it was called Growing Snakes and produced snake tokens. Unfortunately, when the art came back, it featured a bunch of partying elves rather than the expected serpents. That prompted certain changes.



SLEEPING: Veiled Sentry

Sleeping creatures are cheap enchantments which “wake-up” as creatures after being triggered by a specified action committed by your opponent. The Veiled Sentry—for one blue mana—gives you a creature with power and toughness equal to the casting cost of your opponent’s next spell. Not too shabby.

The design goal of sleeping cards, says Elliott, is as much to stall out your opponent as to provide yourself a cheap creature. Your opponent may not be in such a hurry to bring out that Pit Spawn if it means giving you a 7/7 creature for one blue mana. He’s much more likely to hold off a few turns, giving you more time to set up your own deck.

Not all sleeping creatures are as easy to wake as Veiled Sentry, according to Elliott, and all share a common drawback: You have to wait for your opponent to perform some action to wake them. Still, sooner or later, your opponent has to do stuff like summon creatures and bring artifacts into play, so sleeping isn’t too restrictive.



Seek and you will find.

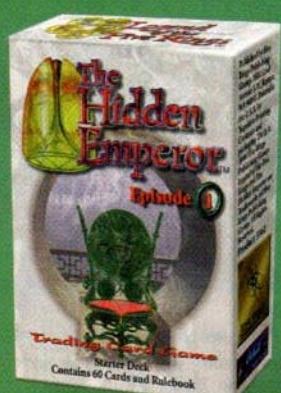
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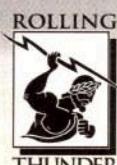
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FUNNIEST CARD



Goblin Spelunkers

One of the fun aspects of playing *Magic* is constructing theme decks. Goblin decks have been around forever, and Elliott suggests they'll continue to thrive for the foreseeable future. "Lots of players like to build goblin decks," he says, "so we like to give them lots of variations."

Enter Goblin Spelunkers,

Elliott's pick for the most humorous card in *Urza's Saga*. It's a 2/2 mountainwalker. Nothing terribly fancy, but it's an amusing card nonetheless—just check out the flavor text. "Goblins are intrinsically funny," Elliott says, explaining that the idea of a goblin character as a cave explorer struck the design team as amusing. At least it isn't wearing lederhosen.

Goblin Spelunkers won't see much play in tournaments, says Elliott; it's too easy to get rid of, but it might be a good card to have in sealed-deck play.

BEST LAND



Tolarian Academy

"Tolarian Academy may single-handedly bring back mana-denial decks," Elliott says. "This card is amazing." What it does is give you an extra blue mana for every artifact you have in play—every turn!

Toss assorted artifact mana and cards like Stasis, Winter Orb and Capsize into a deck with a couple of low-cost artifacts and you're ready to rock and roll. It definitely ranks as one of the best cards in the expansion.

Tolarian Academy is part of a cycle of five legendary lands representing locales Urza visits in his travels—one in every color. Obviously, it can give you a really big jump on mana production in an artifact-heavy deck, and the fact that the mana is focused on the color of choice—in this case, blue—rather than colorless mana, makes the card especially powerful.

In fact, according to Elliott, this card was playtested exhaustively because designers feared it might be broken. It barely made it into the expansion.

BEST STORY-RELATED CARDS



Bravado

Keldon Warlords have been fan favorites for years, says Elliott, and the design team wanted to create an enchantment that would evoke the power of that classic red creature.

Bravado, a red enchantment that gives the target creature +1/+1 for every other creature the player controls, is the result. This card is mostly for fun decks, and though it might show

up in weenie and swarm decks, says Elliott, it probably won't see much use in tournament play.

Bravado depicts Urza's trip to Shiva during his wanderings. He's searching for powerstones and has discovered that the Viashino people have one called the Mana Rig. Here, he's meeting with Fire Eye, the Viashino leader, in an attempt to gain access to the Mana Rig. The Viashino aren't too receptive to the idea, but Urza apparently isn't taking no for an answer.

Stroke of Genius

How'd you like to have Braingeyser back and draw tons of extra cards? Okay, how about a Braingeyser you can cast with only one island in play? Well, your wish is WotC's command, because that's exactly what Stroke of Genius is. Elliott believes that Stroke of Genius will quickly become a tournament favorite.

The fact that it only requires one blue mana to cast means it's more splashable than its Braingeyser cousin. This card works well in blue control and Millstone decks. A typical strategy is using it as an endgame gambit, drawing cards in search of one that can finish off a wounded opponent.

Within the storyline, Urza has been searching for a gate to Phyrexia ever since the Brothers War, and after hundreds of years of research, he has discovered that only silver can pass through the Phyrexian Portal. This card depicts that moment of inspiration when Urza first contemplates the creation of the silver golem that will become Karn.



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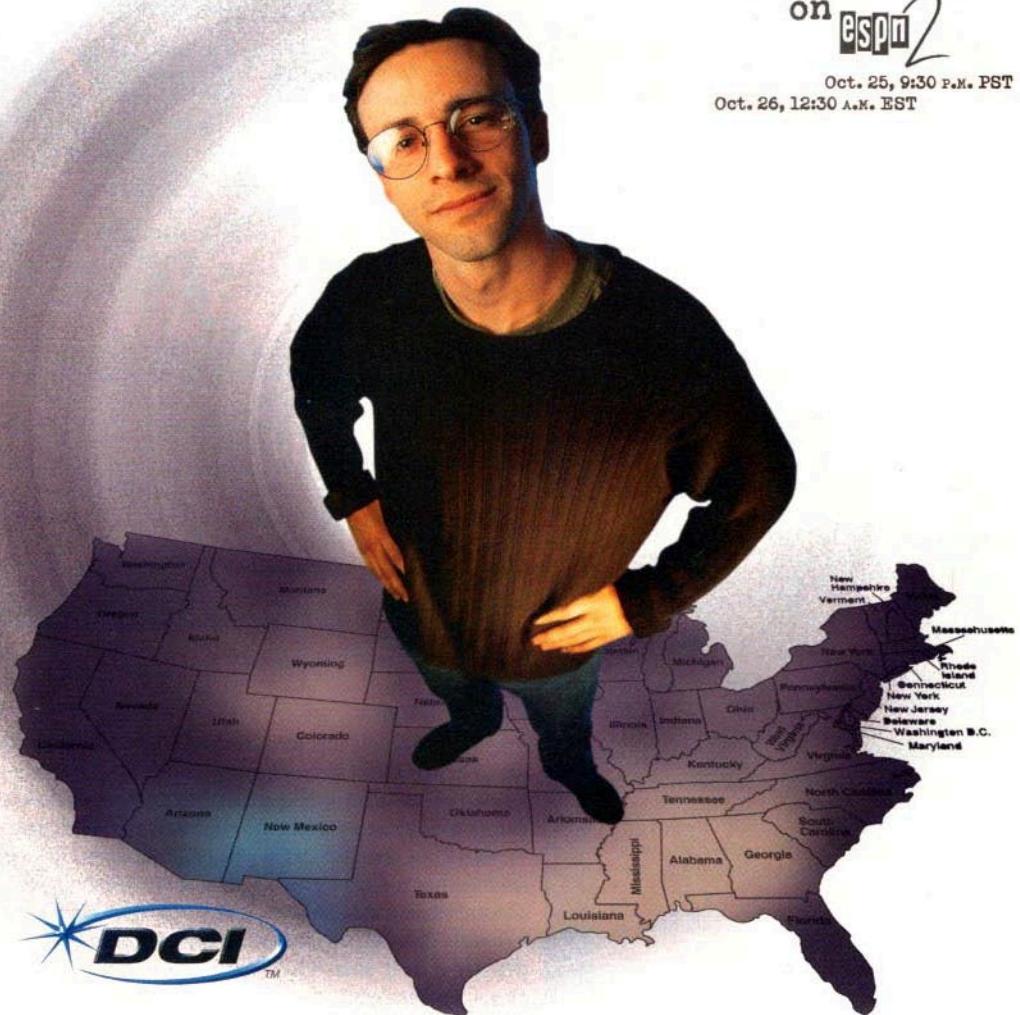
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BEST CREATURES

Argothian Enchantress

Back in the lawless, pre-errata days of Beta, when decks with dozens of Plague Rats roamed the land and everyone used tons of enchantments, the Verduran Enchantress was queen of all she surveyed. Her big problem was that she was so easy to blast, and Enchantress decks tend to fall apart without their general.

Well, now that enchantments are making a comeback in *Urza's Saga*, Verduran's back better than ever in the form of the Argothian Enchantress, a 0/1 creature who lets you draw a card every time you cast an enchantment. The kicker is that she can't be targeted by spells or abilities—an ability intended to help her stick around long enough to make Enchantress decks viable again.

Her ability is both blessing and curse, says Elliott. While it protects her from direct damage, it also prevents you from casting all those enchantments in your deck on the Enchantress herself—a common tactic in earlier Enchantress decks in which the Verduran Enchantress was one of the first creatures out and thus, the best target for a handful of enchantments.

This card is good in any enchantment-heavy deck, according to Elliott. Used in conjunction with the new recyclable enchantments like



Diabolic Servitude, Argothian Enchantress makes an effective card-drawing engine.

Crater Hellion

Crater Hellion is the weenie masher of the expansion. For six mana, you get a four-point Pyroclasm with a 6/6 critter attached. Four points of damage wipes out all but the studliest of creatures. Best of all, because it's an echo creature, it's immediately cheaper to cast than a normal creature with the same attributes.

Crater Hellion will be a hot find in sealed-deck tournaments, says Elliott. In other tourney environments, it probably won't be as effective;

as long as speed decks are in vogue, Crater Hellion will likely remain a secondary choice. However, if the emphasis shifts from speed to something else, Crater Hellion could become a choice card.



Endless Wurm

Green is never at a loss for powerful creatures, but a 9/9 trampler is big news—even for a color known for its power beasties. And get this: It only costs five mana to get out. That's cheaper than a Craw Wurm and only one more mana than the much-vaunted Juzam Djinn.

Of course, there's a catch. The Endless Wurm crunches one of your enchantments every turn it's in play, and if you can't feed it, the Wurm checks out. In past expansions, this would have been a steep drawback, but with *Urza's Saga*'s powerful new enchantments, it isn't as big a detriment as it once might have been. In the hands of a talented player, Endless Wurm is definitely a tournament-grade card. "I would expect to see it in several green decks," Elliott says.

"I came, I saw, I qualified."



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BEST ARTIFACT



Citanul Flute

Strike up the band! Crank up this flute, and for X mana, you can dig into your library for any creature you want with X casting cost. Pop it into your hand and you're good to go. It's a Demonic Tutor for creatures!

Citanul Flute is obviously going to be a great support card for weenie decks, since you can grab a creature with a cheap casting cost and get it into play in the same turn. Of course, states Elliott, while its high cost is a drawback which might keep it out of tournament decks, it could perform well in a green swarm deck with plenty of supplemental mana sources.

Citanul Flute harkens back to the inside joke days of early *Magic* expansions. *Antiquities* introduced the Citanul Druid, a crazy guy if there ever was one, because "Citanul" spelled backwards is "lunatic." This must be his insane woodwind.



BEST ENCHANTMENT

Diabolic Servitude

It's an Animate Dead that just won't quit! For four mana, choose a creature in your graveyard and put it directly into play. The kicker is that, if the creature dies, Diabolic Servitude, goes back into your hand. Your opponent is going to get sick of those Hypnotic Specters that just won't stay dead.

Naturally, the Animate Dead crowd will love this card. Kick in a couple of Bottle Gnomes and you can crank that life machine for all it's worth.

This is one enchantment which will be welcome in tournament decks, says Elliott. In reference to the reasons behind Diabolic Servitude, he mentions "The idea is to make enchantments more attractive in competitive decks." Up till now, players have avoided

enchantments because using two cards to get one effect is not efficient in the cutthroat tournament environment. With a recyclable enchantment, the ratio drops from 2-for-1 to 1-for-1, which is more acceptable.



BEST SORCERY

Time Spiral

Aaaand... Here we go. The star of *Urza's Saga*, and the instant addition to every tournament deck with an ounce of blue mana in it—even Classic (Type I) decks. Yes, boys and girls, Timetwister is back, albeit with a different name in a slightly altered form. "It'll definitely be one of the hottest cards in the set," says Elliott.

For six mana, each player shuffles his graveyard and hand back into his library and draws a new hand of seven cards. Just like before, right? Nope. Timetwister's always had a drawback, notes Elliott: After casting it, you're pretty much tapped out and your opponent gets first crack at casting his new cards. Well, kiss those days good-bye, because Time Spiral has a new twist: You get to untap up to six mana after casting it, allowing you to go to town with your new cards.

Ditching the mana-short problem is the big breakthrough here, says Elliott. One of *Alliance*'s cards proves the point. "Diminishing Returns wasn't seeing much play because of this drawback."

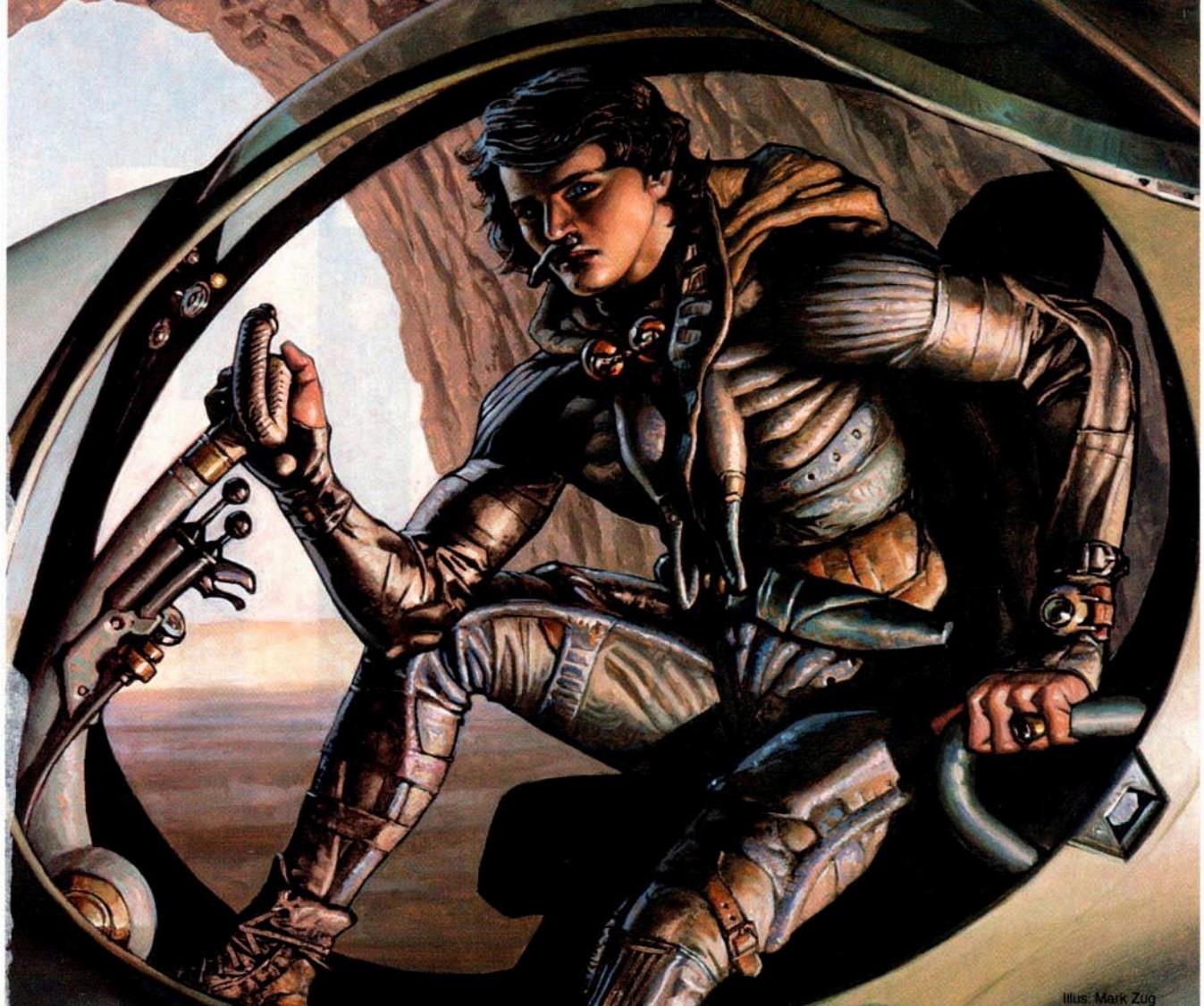
Elliott says that the original playtest version had a casting cost of five, but that turned out to be too potent. "It was coming out too fast, and too many combos were appearing." But still, six mana isn't too much to pay, he adds, when you consider that you get all your mana back right away.

Like the pink Energizer bunny, *Magic* keeps going and going and going. One big reason the game stays fresh and exciting is that the design team constantly introduces new abilities and rule tweaks. *Urza's Saga*—with its four new abilities and focus on enchantments—brings big changes to the *Magic* playing environment.

The *Magic* design team is now hard at work on the *Urza's Saga*

sequel, *Urza's Legacy*, due out in February '99. And designer Mark Rosewater makes a little promise: "If you think you like cycling and echo now, just wait until you see *Urza's Legacy*."

The InQuest staff has left a legacy of sorts... but our janitor doesn't appreciate it.



Illus. Mark Zug

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THE SITH ELEMENT...

A THIRD, DARKER SIDE
INVADES THE STAR WARS CCG

By Michael Mikaelian and George Strayton
Artwork by Steve Stone



Darth Vader may be a Dark Lord of the Sith, but in a universe where the Sith are all-powerful, there are greater champions of the Dark Side.

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Creatures of shadow, the Sith arose from the darkness of a far-gone age, a breed of warlocks, wizards and necromancers bent on the advancement of evil and all its dark provinces. In "Star Wars" history, the Jedi Knights of the Old Republic put these Sith down in one decisive war, and though remnants—including Darth Vader, Dark Lord of the Sith—continue to permeate the galaxy, they no longer force the tides of history to submit to their dark wills.

But what if the Jedi strike had failed? What if the Sith were still a powerful force able to oppose both Light and Dark Side powers in the Imperial Era? Now, you can take your *Star Wars CCC* into that dread galaxy of possibilities with the insidious Sith. True to form, these Sith do not openly declare their allegiance, but operate behind the scenes, manipulating both the Empire and its enemies. They have many allies on the Dark Side, but their evil touch can corrupt Light Side champions as well. In this article, *InQuest* imagines what it would be like if the Sith were to join the Light and Dark Sides as a third player in the struggle for galactic dominance.

HOW TO PLAY THE SITH

The Star Wars CCG allows you to play the Light Side and the Dark Side. With the introduction of the Sith faction, you have the opportunity to play a third side: either the Light Side Sith or the Dark Side Sith. Naturally, playing a Light Side Sith deck does not mean that there are good Sith; what's really happening is that evil Sith agents are corrupting the forces of good and using them for their own ends. They're good at that, which is why they were such a threat to the Jedi.

When constructing a Sith deck, you must first choose whether you'll be playing a Light or Dark Sith deck. To make a Light Sith deck, you may use any Light cards—except Rebel characters and Rebel starships—and cards with the word "Rebel" in the title. Likewise, a Dark Sith deck may not have any Imperial characters or Imperial starships, or cards with the word "Imperial" in the title. You may use any of the Sith cards in either Light or Dark Sith decks.

One big advantage that comes from playing a Sith deck is that all Sith are considered aliens. There are many cards which grant bonuses to aliens or only work against Rebels or Imperials. Light Sith decks will be able to use cards like You Will Take Me To Jabba Now and Bo Shuda. Dark Sith decks have Jabba and Scum And Villainy.

What makes the Sith really unique is the number of combos that can be used in both Light and Dark decks. Death Squadron, for instance, works well with the Corsairs and Drones. Corsairs are also great with Hyper Escape since they can hold a dozen starfighters!

A Sith player loses some of his edge when playing a Sith opponent; whomever plays the first copy of a unique card prevents his opponent from playing that card. Of course, the advantage of Sith versus Sith is that you'll both be using many of the same locations.

The Sith will definitely have an effect on how decks are built among groups that try them. Collision will become more popular in Light decks, since Corsairs are sure to be surrounded by a swarm of drones. Dark decks will find even more uses for cards like Imbalance, with all these Sith characters that let you retrieve Force when they're removed from the game.



Bring non-unique characters back from the dead with this Sith effect.

SPECIAL RULES

When starting a game using the Sith, declare at the onset—before any cards have been drawn—which side of the Force you intend to draw from: Light or Dark. Once the game begins, you can't switch.

There are some special rules which govern the use of Sith characters. Sith characters with a 6 ability are Sith Sorcerers. When playing effects and interrupts, consider them Jedi or Dark Jedi as appropriate. Darth Vader does not count as a Sith character, even though he is occasionally referred to as a Dark Lord of the Sith.

Sith locations are oriented by whichever side of the Force you're playing. A Sith location functions the same for both Light and Dark Side Sith players. The Sith Temple—restricted to one per system—can only be played at Yavin IV, Korriban or Zoist.



Guard your Sith Temple with Sith characters for some special abilities...or suffer the penalties.

Bought online by someone who values the dark side.

September 2, 1998



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THE HISTORY OF THE SITH

Five millennia ago, Dark Side philosophies infected the ranks of the Jedi Knights, and in the resulting conflict, surviving Dark Jedi fled to the far side of the galaxy. There, they came upon a fledgling civilization, primitive yet adept at dark magical arts created through rituals and sacrifice. The evil Jedi were treated as gods and they enslaved the Sith people, blending and adapting their magicks with their own strength in the Dark Side of the Force. With this newfound power, the Sith Lords carved out a new empire far from the Galactic Republic—though eventually, they began moving against their mother society.

Only a single Dark Lord rules over the Sith Empire at any given time. Their greatest leaders have included Marka Ragnos, Naga Sadow and Exar Kun—all vicious warlords utterly consumed by the Dark Side. These names may all be pseudonyms, of course, since it is rumored that all Dark Lords adopt a new name and the title "Darth" when achieving that level of power.

Unlike the Jedi Way, the Sith religion

integrates the Force with ritualistic magic—a powerful and dangerous combination. Over time, Sith devotees have developed powerful "spells" that possess powers ranging from the blocking of the Light Side to the animation of the dead. In addition, they have mastered the art of talisman creation—from personal battle armor reinforced by the Dark Side to "star-tappers," crystalline devices that enable the user to tap into the power of the stars themselves. The Sith disciple Aleema even employed a Dark Side projector that allowed her to cast her illusion magic across great distances. At this point, no realm of sorcery remains unexplored by these Dark Siders.

But the Sith are not foolish enough to rely solely on the use of magic to carry out their manifest destiny. The Dark Lord Naga Sadow created a race of Sith warriors called Massassi who draw upon the Dark Side of the Force to help guide and control their primitive weapons, making them formidable enemies against even the Republic's advanced weaponry. In addition, at critical points in their history, the Sith have formed short-term allegiances with mercenaries and bounty hunters to bolster their forces—the most notable being the Masked Warrior Clans of Mandalore. Many thousands of years later, the Mandalorians would wear armor similar to that worn by Boba Fett.

As the Sith subjugated system upon system, they amassed storehouses of technology which they then perverted and unleashed in subsequent conflicts against



Drones can swarm enemy pilots and are the "TIE Fighters" of the main Sith Starship, the Corsairs.



Better than Stormtrooper armor, the Sith Battle Armor increases the wearer's power and forfeit.

still-free worlds. Even their technology bears the taint of the Dark Side as evidenced by names such as chaos fighters, war droids and torture droids.

The Jedi Knights fought to destroy every Sith stronghold, library and fortress in an attempt to eradicate every last shred of Sith knowledge. Unfortunately, their victory was temporary, and the Sith have returned at a time when the Jedi are all but extinct.

In this time of gathering darkness, the Dark and Light Sides will have their hands full. The few Jedi that remain at large have few weapons to protect themselves from the dark wizardry of the Sith, and the Empire, too, finds itself a prime target; the re-emerged Sith seek to eliminate Vader who, from their perspective, stands as a pretender to the throne. Amidst planet-killing space stations, Force-wielding Jedi and corrupt sorceries, only one side will stand triumphant.

Michael Mikaelian and George Strayton remain convinced that caches of forbidden Sith lore are secreted behind the cheery façades of Taco Bell restaurants.

TOP 10 SITH CARDS

WE WANT
TO SEE

Continuing our tour of the alternative world in which the Sith have returned to task the galaxy, we've put together a list of the top 10 cards we'd like to see if a new *Lords of the Sith* expansion actually was being made. It's not, but it's nice to dream...

1. • BATAAL BANDU

Sith Alien Character

Destiny: 1

Lore: Bataal is a descendent of the earliest Sith/Dark Jedi cross-breeding experiments. Like many of his brethren, he delights in spreading the contagion of Sith teachings to new cultures.

Deploy: 6

Forfeit: 4

Power: 5

Ability: 6

Sith Sorcerer

Icons: Warrior

Game Text: At the beginning of a battle at same site, you may deploy (for free) as a "react" any one effect or Utinni effect that deploys on a site or character. If lost or forfeited, you may remove from the game to retrieve 5 Force. Immune to attrition <5.

Power: 1

Ability: 3

Force-Attuned

Icons: Warrior

Game Text: When deployed, you may search your reserve deck for one interrupt or effect and put it in your hand. If lost or forfeited, you may remove from the game to retrieve 2 Force.



2. • CORSAIR

Sith Starship

Destiny: 1

Lore: Comparable in both size and appearance to a Mon Calamari cruiser. Mainstay of many Sith fleets.

Deploy: 6

Forfeit: 6

Power: 4

Armor: 7

Hyperspeed: 3

Capital: Sith Corsair

Icons: Permanent Pilot, NavComp

Game Text: May add 3 pilots, 4 starfighters and 8 drones. Permanent pilot aboard provides ability of 1. During your deploy phase, you may deploy one Chaos Fighter or Drone here from your reserve deck at normal use of the Force.

6. • DRONE

Sith Starship

Destiny: 4

Lore: Drones are the front-line starships of the Sith fleet. Deceptively small, lightning fast and extremely agile. Lacking a pilot, drones are adept at swarming enemy ships with suicidal abandon.

Deploy: 1

Forfeit: 2

Power: 1

Maneuver: 6

No Hyperspeed

Starfighter: Sith Drone

Icons: None

Game Text: Deploy only to same system as one of your Corsairs. Once during the weapons fire phase of battle, one of your Drones may target opponent's starship present. Draw destiny and add the total number of your Drones present -2. If total > armor or maneuver, pilots onboard may not use their ability to draw battle destiny. Has ability of 1/4.

Game Text: Deploy -1 and power +1 at the same site as your Sith with ability >2. Cumulatively increases your Sith characters' immunity to attrition by 1 where present (characters with no immunity are not affected).

8. • SITH TEMPLE

Sith Location

Dark Force: 2

Light Force: 2

Icons: Exterior, Planet

Dark Game Text: If you control with no Sith, Force drain -1. If you occupy, all your Sith present are power +1.

Light Game Text: If you control with no Sith, Force drain -1. If you occupy, all your Sith present are forfeit +2.

9. • KORRIBAN

Sith Location

Dark Force: 2

Light Force: 1

Icons: Planet

Dark Game Text: If you control with Rise from the Grave, you may "animate" a unique (*) character.

Light Game Text: If you control, opponent's Rise from the Grave game text is ignored.

3. • RISE FROM THE GRAVE

Sith Effect

Destiny: 1

Lore: The Sith do not regard the dead as sacred, and have no qualms about raising them to serve their dark ends. Effect

Game Text: Deploy on the Korriban system. During your deploy phase, you may lose 2 Force to "animate" (deploy at normal use of the Force) a non-unique character from your lost pile at Korriban or related site.

7. • MASSASSI WARRIOR

Sith Alien Character

Destiny: 3

Lore: Member of an ancient race created by the Sith. Often used as slaves or warriors, the Massassi are loyal to their Sith masters.

Deploy: 2

Forfeit: 3

Power: 2

Ability: 1

Icons: Warrior

10. • ZOIST

Sith Location

Dark Force: 3

Light Force: 1

Icons: Planet

Dark Game Text: If you control with a Sith leader, your Massassi Warriors deploy free at related sites.

Light Game Text: If you occupy, your Force generation is +1 and opponent's is -1. If you control, Force drain -1.

4. • ACOLYTE

Sith Alien Character

Destiny: 2

Lore: Talented sorcerers. Lack the power of the Jedi, but are not bound by their devotion to Light or Dark either.

Deploy: 3

Forfeit: 1

**EXCLUSIVE THIRD
EDITION PREVIEW!**

VAMPIRE



The revised *Vampire* rulebook finds the beautiful, cursed bloodsuckers in big trouble.

of the DEAD

InQuest sheds light on a more horrific *Vampire: The Masquerade*

By Jason Schneiderman

Damned for eternity you walk the earth a tortured abomination. You gain sustenance by drinking the blood of others but find little joy in your existence.

Yeah, it's tough to be a vampire. But that's just the way White Wolf fans like it. Since its debut in 1991, the chance to play the beautiful, cursed bloodsuckers known as the Kindred has kept *Vampire: The Masquerade* the second-best-selling roleplaying game, behind only *Advanced Dungeons & Dragons*. Now, just in time for Halloween, big changes are coming, courtesy of a revised and expanded third edition core rulebook.

In storyline terms it turns out all the vampires' prophecies of doom are coming true—including the one about their ancestors coming back to kill them. The Kindred's enemies—both mortal and supernatural—grow stronger with each passing night while they struggle just to keep their power base intact. And the dark hunger the vampires have fought for centuries—the one that claws at them from inside to adopt the feral ways of beasts—is stronger than ever. Yes, this new edition of *Vampire* finds the lords of the night in trouble.

WHY REVISE?

"I was thumbing through the second edition rules and noticed that some of [the quotes] were getting old and out of date. It snowballed from there," Marketing Director Greg Fountain said about the beginnings of the revision. Rob Hatch, the former line developer for *Vampire* and the guiding hand behind the revised edition, adds that, "We're a more polished company than in 1992, and we want our flagship product to

reflect that." This gave White Wolf a chance to fix broken mechanics, answer nagging questions and move the storyline forward, he said.

The revision was one of Hatch's last projects before handing the line over to present developer, Justin Achilli, and the changes made reflect many of Hatch's concerns about the second edition. From the beginning, certain things were earmarked to go, like those pithy-but-copyright-violating quotes and the random bits of mangled foreign languages. Both Hatch and Achilli expressed a particular hatred for the cutsey tone of some of the material. Achilli commented that "The quote for the Ravnos gives the impression that, hey, it's fun to be a vampire. It's not."

Revised *Vampire*—on sale this month in two formats: a standard hardcover and a deluxe limited-edition packaged in a slipcase with an artbook penned by comic book author and novelist Neil Gaiman—leaves all that behind and gives the game an exciting shift in focus. Not only that, but the revised core rules are much more comprehensive than previous editions, detailing all the clans—the seven in the Camarilla, the two that govern the Sabbat and the four that claim independence—along with 17 disciplines and a full complement of merits and flaws. But where's the game going? We're glad you asked.

THE PATH TAKEN

"*Vampire* is supposed to be the storytelling game of personal horror. The developers before me emphasized the 'game' and 'personal' aspects, guess what that leaves?" Hatch said about his design philosophy. The revised edition reflects his vision, showing a world grown ever more dark over the past

seven years. And several dramatic changes along these lines will really liven up play:

- Vampires are tough fighters and previously had few equals in combat; now their antagonists have been given a power boost. Certain enemies that used to be pushovers are now potent adversaries.

- No more politics as usual. The Sabbat has the Camarilla (see "Blood & Secrets" sidebar) on the ropes as more of the young Kindred attempt to escape the schemes of their more "civilized" elders.

- Humans are becoming more dangerous. The FBI is experimenting with high-tech devices that can detect supernatural beings. And the vampire-hunting Inquisition—the Catholic Church's fanatic secret police committed to stamping out the supernatural—is rallying behind a new leader who has endorsed the use of torture to flush out Kindred.

- The clans themselves have grown more fearsome. The Malkavians have embraced the maddening discipline of Dementation again, and the Assamites are once more able to drink the blood of other vampires. The Gangrel and the Brujah, always outsiders, are on the verge of leaving the Camarilla. The Ravnos have gained a malicious edge to their tricks and have reasserted their ties to the enigmatic Cathayan "Kindred of the east."

MECHANICALLY SPEAKING

Game mechanics have long been considered the weak point of White Wolf's titles; the new *Vampire* takes great care to make these work as well as the roleplaying aspect. For example the broken

BLOOD & SECRETS

A Brief History of the Kindred

To understand the changes in the World of Darkness, you have to start at the beginning. For the vampires, that means Cain. The eldest son of Adam and Eve slew his brother, Abel, and was thereafter cursed by God to live forever as an undead mockery with a terrible thirst for blood. All vampires claim descent from the first murderer, and so call themselves Kindred or Cainites.

In addition, each takes the name of one of Cain's grandchildren—the names of the vampire clans—and so further traces his lineage back to Cain.

From those days forward, vampiric history has been intertwined with that of humanity. No surprise—vampires are born as humans, feed upon them and use them as pawns to fight their endless battles for supremacy over each other. To hear some vampires tell it, the guiding hand behind every great achievement or despicable act was connected to an arm with no pulse. Boastfulness aside, the Kindred followed mankind into the first cities and have lived secretly among us ever since.

Just how secretly, however, has been a matter of contention and has divided most of the world's vampires into one of two sects. The largest, called the Camarilla, encourages Kindred to adopt the ways and customs of mankind—a strategy known as the Masquerade—and promotes the idea that humans must never again believe that vampires exist. They are opposed by the Sabbat, who believe that vampires should revel in their inhumanity and reign openly over their human prey. Both groups believe that their way is the only way to ensure the long-term safety of vampirekind, and have been battling each other in a shadow war for centuries.

Until very recently, the Camarilla was dominant, controlling Europe and most of North America. However, in the past few years, they've weakened to the point where the Sabbat is making a concerted push for power in key cities like New York and Washington, D.C.



The dark hunger to adopt the ways of beasts is stronger than ever.

mechanic for extraordinary failure, or botching, has finally been changed. Previously every 1 rolled canceled out a success; if you still had any 1s left over, you botched. In many cases, being highly skilled meant you were more likely to botch than a novice. Now a player only critically fails by rolling ones with no successes at all.

Another widespread problem that's been addressed is that many rules were vague to the point of uselessness. "Too many of them boiled down to 'Ask your Storyteller' because we couldn't make a firm decision," Hatch admitted. In the new edition there's an entire chapter of solid advice on handling everything from computer hacking to feats of strength, and care is taken to spell out things that were ambiguous before—like increasing attributes by spending blood or using heightened senses to perceive things normally invisible.

The combat system has been radically revised for the better, from using a simpler initiative system—characters add their Wits and Dexterity, then add a single die roll—to making the base target number for combat a 6 across the board, which means no more weapon-based difficulty. Also, there are now three kinds of damage: bashing (blunt, stunning damage, and the only kind mortals can resist), lethal and aggravated. Bullets do only bashing damage to vampires—being a walking corpse has advantages, after all.

The developers also fixed some of the worst abuses of the system. The hyper-broken merit "Iron Will" has been toned down—it now offers extra dice against Dominate and mental magical effects, rather than complete immunity to mind control. Many of the more powerful disciplines, like Majesty, now cost blood or willpower to use, keeping them in greater check.

Careful not to "fix" what wasn't broken,

Assamite clan vampires are again feeding on the blood of kindred.

Hatch and Achilli made only subtle changes to character generation. Many of the names are changed and some of the Abilities have been shuffled; Acting and Music have been combined into Performance and Bureaucracy has been subsumed into Finance, making room for new ones like Academics and Expression. Experienced players will notice that Willpower is slightly cheaper and Humanity more expensive.

STAYING HUMAN

One of *Vampire*'s best but least-utilized features gets a complete overhaul and now really shines: the Humanity system. Virtues now get used in contexts other than character generation; Courage and Self-Control are much more frequently used for difficulties or dice pools. The path of Humanity is better explained, with a new Hierarchy of Sins and discussion of the practical benefits of keeping one's humanity up. Simulating life, for example, now costs blood points equal to one's Humanity minus eight. Conscience rolls are now difficulty 8, not 6, making the slide into bestiality more of a threat.

The other paths, followed mainly by the independent clans and players who want their characters to feed and kill without batting an eyelash, are brought into line. Taking such a path means forsaking human nature for something other—a dangerous thing to do.

THE PLOT THICKENS

The new *Vampire* edition will whet your appetite for more and White Wolf has plenty in store for 1999. Hardcover guides to the Camarilla and the Sabbat are due first, along with a Kindred Companion that updates bloodlines like the Daughters of Cacophony and the Samedi.

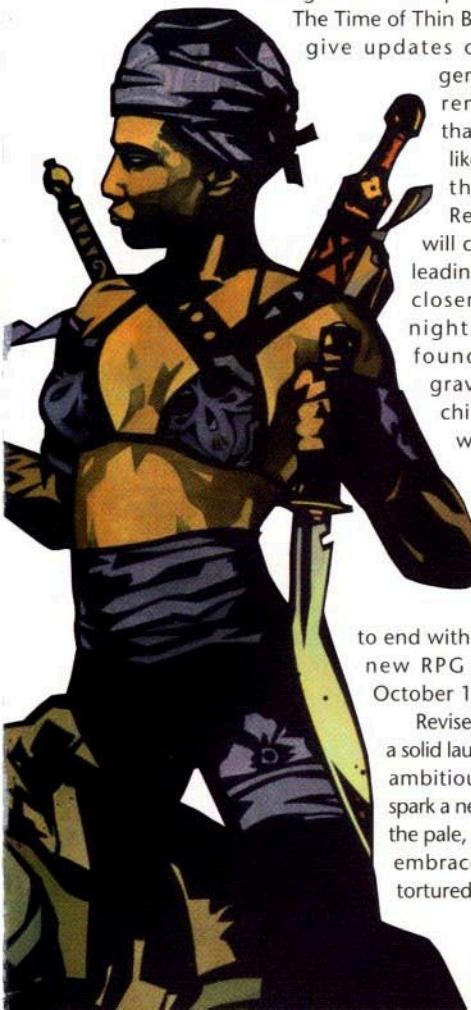
The Time of Thin Blood sourcebook will give updates on 14th and 15th

generation Kindred so removed from Caine that their curse is more like an annoyance. And the "Year of the Reckoning" storyline will continue to play out, leading the vampires ever closer to Gehenna—the night when the clan founders rise from the grave to feast on their children and flood the world in the blood of

Kindred and kine.

The consequences will run through all of the World of Darkness games, and are rumored to end with a link to a sixth, all-new RPG set for release in October 1999.

Revised *Vampire* looks to be a solid launching point for these ambitious plans and should spark a new renaissance among the pale, shadowy players who embrace this world and its tortured denizens.



HELL'S CHILDREN

Which of the undead denizens of the world of darkness are going to survive the coming cataclysm? White Wolf ain't talking so we ran background checks on these bloodthirsty candidates and pegged their odds of seeing the new millennium.



ANATOLE: This Malkavian prophet has become increasingly active now that the madness-inducing discipline of dementation has re-awakened within his clan. And his religious fervor has found a new focus: the eternal war between vampires known as the "Jihad." **ODDS: 2 to 1**



BECKETT: A member of the shape-shifting Gangrel clan, Beckett is more concerned with uncovering hidden secrets than with living a reclusive life among the animals. A nocturnal Indiana Jones, Beckett imagines himself as a sort of kindred historian. **ODDS: 3 to 1**



LUCITA: Beautiful, dark and deadly, this Losombra Antitribu has rebelled against her former clan's vicious inhuman ways. Able to control darkness itself with a thought, Lucita is a devastating opponent and a valuable ally. But whose side is she on? **ODDS: 5 to 1**



BABA YAGA: The "Little Grandmother" is at the center of an international web of intrigue as large as a vampiric sect. Is this hag really just another Nosferatu Elder, or is the crone something much older... and deadlier? **ODDS: 10 to 1**



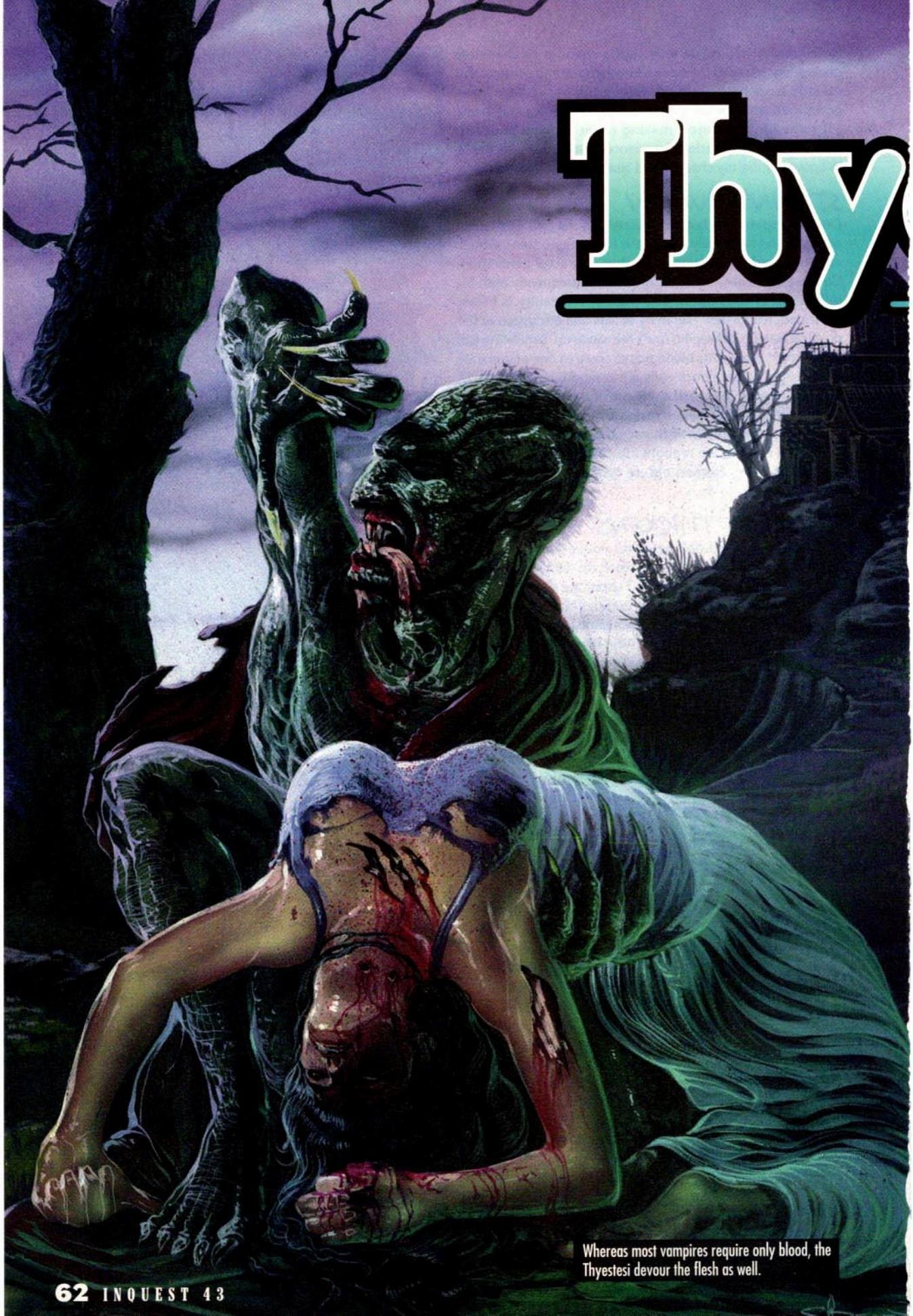
SASHA VYKOS: The alien hermaphrodite called Vykos is a Tzimisce through and through. "It" has reconstructed itself as an oddly beautiful but completely inhuman killer, a much better form to carry out its twisted experiments on unwitting mortals. **ODDS: 50 to 1**



THE COUNT: Where the other undead are being manipulated by unseen forces, this not-so-dark lord of numerology knows exactly who's behind all his actions. He just has to turn around and look at whose hand is up his butt to see his puppet master. **ODDS: He's toast**

■ Sean Jaffe

Thy



Whereas most vampires require only blood, the Thyestesi devour the flesh as well.

estesi



For vampires, blood is life—and no line of Cainites knows this better than the Thystesi (the-ess-TEEZ-ee). The strange magic of the Embrace seeps into their very flesh, granting it a semblance of life all its own. Their cells hum with alien thoughts and dark hungers, making this smallest of the bloodlines one of the most feared by those who know of them.

Whereas most vampires require only the blood of a victim, the Thystesi, or "Patchworks" as they are commonly called, devour the meat as well, making their hunting a lethal and gruesome affair as they tear into their prey. Because of the strange, animating properties of their vitae, the pieces seem to spring to life once swallowed, squirming into place just below the skin as muscle joins to muscle. Thystesi bodies become misshapen and exaggerated with time, as their bodies assimilate more and more flesh.

Odder than the bodies of the Patchworks are their minds, as alien as any Tzimisce. Those with Auspex report that their auras are as particolored as their bodies, resembling quilts of energy. Attempts to read their minds result in conflicting messages, as if the vampire is a full parliament of mental voices. Strangely enough, the Thystesi are no more susceptible to derangements or schizophrenia than other vampires; perhaps the primitive hive-mind provides a sort of stability.

The Thystesi have, so far, proved incapable of diablerie. However, Kindred still have ample reason to fear them: after devouring a Cainite's flesh, the Thystesi may draw upon one of his victim's disciplines for the rest of the night. (One point for each health level eaten, up to the victim's level of skill. Thaumaturgy and Necromancy may not be gained this way.) There are even tales of one who was able to gain the skills and talents of mortals upon whom he fed; such a being would have been a true terror.

Those who study such things have many theories on the Patchworks' origins. The Tzimisce recall the Gargoyles and the tale of Doctor Frankenstein and see them as Tremere creations. The Tremere point fingers right back at them, suggesting that their odd condition is a variation on the shapeshifting discipline of Vicissitude. The Ravnos say nothing, but quietly note the similarity to the "flesh shintai" power exhibited by their Asian cousins. The Thystesi themselves claim descent from an ancient vampire named Yorak, whose deeds have been lost to antiquity.

NICKNAME: Patchworks.

SECT: As with most bloodlines, the Thystesi are too small to play much of a role in sect politics. However, as walking violations of the Masquerade, those who swear any allegiance at all tend to side with the Sabbat, whose violent practices provide excellent cover for their predations. Most

politically minded Thystesi pretend to be of the Nosferatu or Malkavian clans as camouflage.

APPEARANCE: The body of a Thystes is misshapen and exaggerated, with sharp divisions of muscle groups that resemble scars or stitching. Most of them wear loose-fitting clothing to hide this. As they age, their skin grows tighter and discolored as it stretches to cover all the meat taken in over the years.

HAVEN: Thystesi are drawn to cities even more than most vampires; the presence of all those bodies in such close quarters is irresistible, and makes hunting easy. They typically choose communal housing, like apartment buildings, over solitary dwellings.

BACKGROUND: Thystesi tend to choose their victims from people who have easy access to corpses: doctors, morticians and soldiers are frequent choices.

CHARACTER CREATION: Thystesi begin play with the following merits and flaws for free: Eat Food (+1), Acute Sense: Taste (+1), Efficient Digestion (+3), Conspicuous Consumption (-4) and Disfigured (-2). Natures run towards the bestial, although some exhibit a sadistically refined demeanor. Physical attributes and Skills tend to be primary, as these emphasize reflexes and "body-memory" which the animate flesh of the Patchworks can help with.

DISCIPLINES: Potence and Fortitude. A Thystes may also choose additional disciplines to receive a cost break, but each must be linked to a particular type of organ to be eaten once every 24 hours. Kidneys, for example, might be necessary for Celerity; eyes for Auspex; brains for Dominate. The Thystesi also consider Vicissitude a clan discipline, but may not begin play with it.

WEAKNESSES: In addition to their need for blood, the Thystesi also hunger for flesh. For each two blood points that a Patchwork drains, the victim takes one level of aggravated damage as the vampire's sharp teeth gnaw away at his body. A Thystes may "sip," taking only one point at a time, but if he does not satisfy the body-hunger, he loses one Stamina point per night until he feeds on meat again.

ORGANIZATION: Thystesi do not often associate with one another, perhaps out of the subconscious knowledge that practicing their ways too close to each other would be suicidally obvious. The bloodline remains hidden, avoiding the wrath of the Camarilla and others who would certainly seek to control or destroy them.

QUOTE: If I told you that you have a beautiful body...

Jason Schneiderman attempted to interview some real bloodsuckers for this feature, but they kept stinging him and leaving itchy welts.

GRAVE CON



SEQUENCES

How to dig into your graveyard to bury your **MAGIC** opponent

By Randy Buehler

RECURRING NIGHTMARE Recycling graveyard decks are far from dead. We show you how to unearth the potential of this *Magic* resource...

Rotting corpses make excellent weapons. With a little imagination—and perhaps some air fresheners to deal with the smell—*Magic* decks designed to dig creatures out of their graveyards can do quite well. There have always been cards like *Animate Dead* to help you bring creatures back from the grave, but recently business at *Magic* funeral homes has been even better. Black decks are best at harnessing the power of death, but lately green has been getting into the graveyard business with more than just *Regrowth*. By the end of this article you should know everything there is to know about the graveyard and how to use it to put your opponent six feet under.

FILL ER UP

In the old days there were very few ways to get creatures directly into your graveyard. You often had to fill your hand up to eight cards and then discard—in the meantime refraining from casting any spells. Hardly an elegant solution, since the first step to taking advantage of your graveyard is having it filled with creatures so spells like *Animate Dead* have something to target. Fortunately, several recently printed cards have made it a lot easier to stock up on corpses.

Buried Alive started the recent return of the living dead. For three mana, this black spell from *Weatherlight* allows you to search your library, choose three creatures, and drop them into your graveyard. Another good graveyard inducer is *Ertai's Familiar*, which isn't very imposing on the surface—it's only a 2/2 and it phases out every other turn. However, whenever it leaves play it sends three cards from the top of your deck to your graveyard. Once a Familiar has familiarized itself with your

library, your graveyard should be full of tasty dead things.

The Hermit Druid is a friendlier, more green way of achieving a similar effect. It may only be a 1/1 for two mana, but for one green mana you get to reveal cards from your library until you reach a basic land. Not only do the revealed cards go to your graveyard, but you get to keep the land as well. If you play with only 10 basic lands, just five or six uses of the Druid will let you dump half your deck into your graveyard.

If you're feeling daring, put the Druid in a deck without basic lands. As soon as the Druid loses summoning sickness, you can flip every card from your library into your graveyard. Make sure you have a way to win that turn though, since you'll lose as soon as you have to draw another card. One card that can administer the *coup de grace* is Haunting Misery, which does damage to your opponent equal to the number of creatures in your graveyard. An unblocked Lhurgoyf or Revenant—both of which have power and toughness equal to the number of critters in your graveyard—can do the trick as well.

But wait! There's more! Survival of the Fittest, a green enchantment from *Exodus*, is a great way to load your graveyard. Once in play, you can spend one green mana and discard a creature from your hand to search your library for a new one. Do this as many times as you have green mana and your graveyard will quickly be teeming with dead waiting to be awakened.

In addition to these reusable graveyard fillers, there are several powerful spells that require you to put cards into your graveyard as a side effect. For example, Intuition lets you search your library for three cards. You get to keep one, but the other two go to your graveyard—not a problem if you pick three creatures. Pox blows up a little bit of everything, including your hand, so dump those big monsters into the grave. Another great option is Firestorm. By itself this cheap red instant is a powerful card, since it can kill multiple creatures and damage your opponent at a cost of only one mana—but by inflicting one point of damage to each of its targets for each card you discard it also sends lots of your own critters into the great beyond where you want them.

When building a graveyard deck, always be on the lookout for cards that provide convenient ways to dump creatures from your hand to your graveyard while giving you another advantage at the same time. When building other sorts of decks, limited cards—like Merfolk Looter, Merfolk Trader, Hidden Horror and even Abandon Hope—might not be too appealing, but in the right graveyard deck they can be useful.

BRING OUT YER DEAD

Congratulations! You've just dumped all your creatures into your graveyard! Unless you have some way of taking advantage of this situation, you're just an idiot who dumped all of his good cards into his graveyard. We don't want you to look like an idiot, so keep reading and we'll clue you in how to make your opponent miserable.

The oldest graveyard strategy revolves around huge creatures and reanimation spells like Animate Dead, Dance of the Dead and Necromancy. Find some quick and easy way to drop an enormous creature into your graveyard and then bring it to life on turn two or three. In this instance, size does matter. Big creatures like the Sliver Queen, Spirit of



LIVING DEATH The most powerful graveyard card yet is a Wrath of God which also reanimates all your dead creatures.

the Night, Archangel and Verdant Force are all good options. In the latter case, even if your opponent finds a way to deal with your 7/7 beast, what's he going to do about your growing army of 1/1 Saproling tokens?

If you're playing Extended, your options expand to include the likes of Polar Kraken and Nicol Bolas. Some creatures are so potent on the attack that you only need to use them once. Nicol Bolas, who can force your opponent to discard his hand, is a prime example. For these special occasions, use cards like Shallow Grave or Corpse Dance, which bring a creature into play for only one turn, but without summoning sickness.

Tempest fueled new strategies by introducing Living Death—the mother of all graveyard spells. The name says it all: The dead live and the living die. For two black and three generic, it slices and dices all creatures in play, exchanging them with all creatures in their owners' graveyards. Usually, the worst case scenario is a five mana Wrath of God. With a little work at filling up the graveyard, Living Death can almost immediately win you the game.

Even without the mass undead exodus Living Death delivers, there are plenty of other ways to take advantage of your graveyard. The Lhurgoyf, who gets bonuses for creatures in *all* graveyards, is a steal at only four mana. Even if you can't make him enormous, a 4/5 or 5/6 for that price is a bargain; as mentioned before, the flying Revenant is almost as nasty.

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Creatures that generate an additional effect when they come into play also work great in a reanimator strategy. Nekrataals can come back from the grave to stab again and Uktabi Orangutans can chew on more artifacts. Volrath's Stronghold is a strong recycler, letting you retrieve creatures from your graveyard for just one black and one generic. Against a permission deck just keep casting that Lhurgoyf over and over until your opponent runs out of counterspells.

The black enchantment Recurring Nightmare also gives you a lot of options, especially once your graveyard is full of Nekrataal-like creatures. Once this cheap enchantment is in play you can sacrifice a creature and return the Nightmare to your hand to bring any creature from your graveyard into play. Then, since the Recurring Nightmare comes back to your hand—and there's a new creature in your graveyard—re-cast it and do it again. Every time you resurrect a creature, its "comes into play" triggers again. Use this combo with a pair of Nekrataals and you can kill almost any creature your opponent has; two Man-o'-Wars will have him hoping he wakes up, but the nightmare doesn't end until he's dead.

THE DANCE OF DEATH

Hopefully by now you've got a bunch of ideas about how to abuse the dead. The next step is to turn those ideas into a solid deck. Fortunately, there are several proven concepts out there that you can pirate or build from.

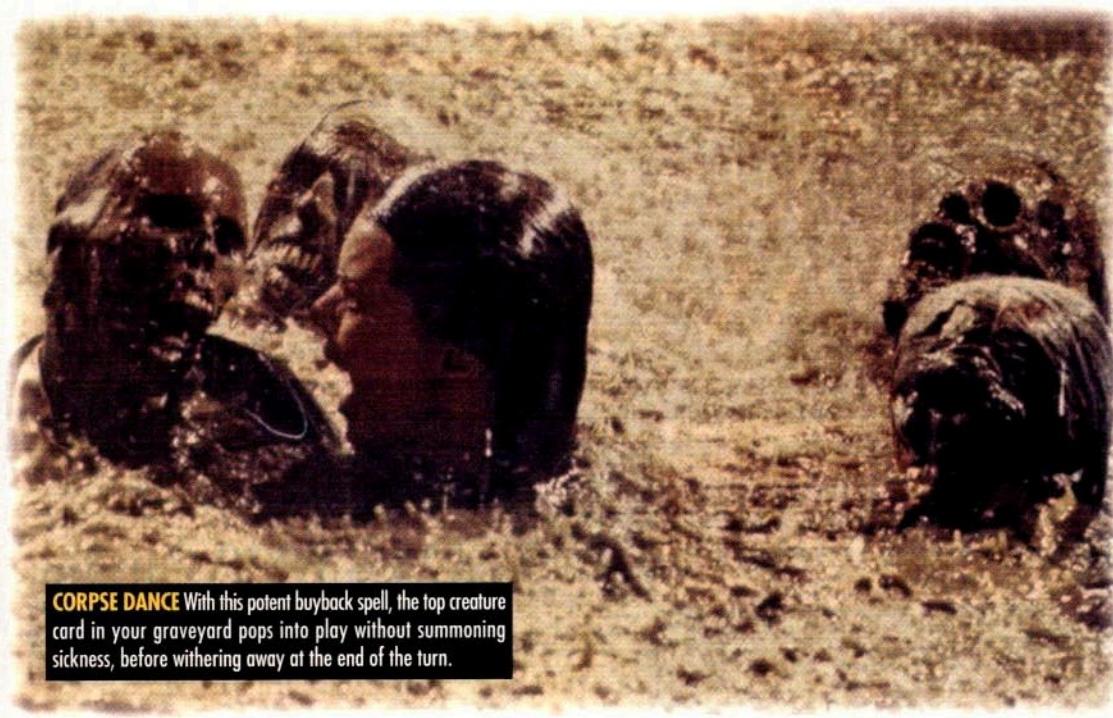
Decks that abuse the graveyard have always been around, but they started showing up in force in tournament play last summer after the release of *Weatherlight*. The most popular decks used Buried Alive to lay to rest a trio of Ashen Ghouls and/or Nether Shadows. Once you bury three of these critters, every time a creature dies a Ghoul or Shadow gets to rise from the dead. And look out if three more creatures get buried on top of the first three! Ashen Ghouls are no longer legal in

Standard (Type II), but this strategy is still viable in Extended.

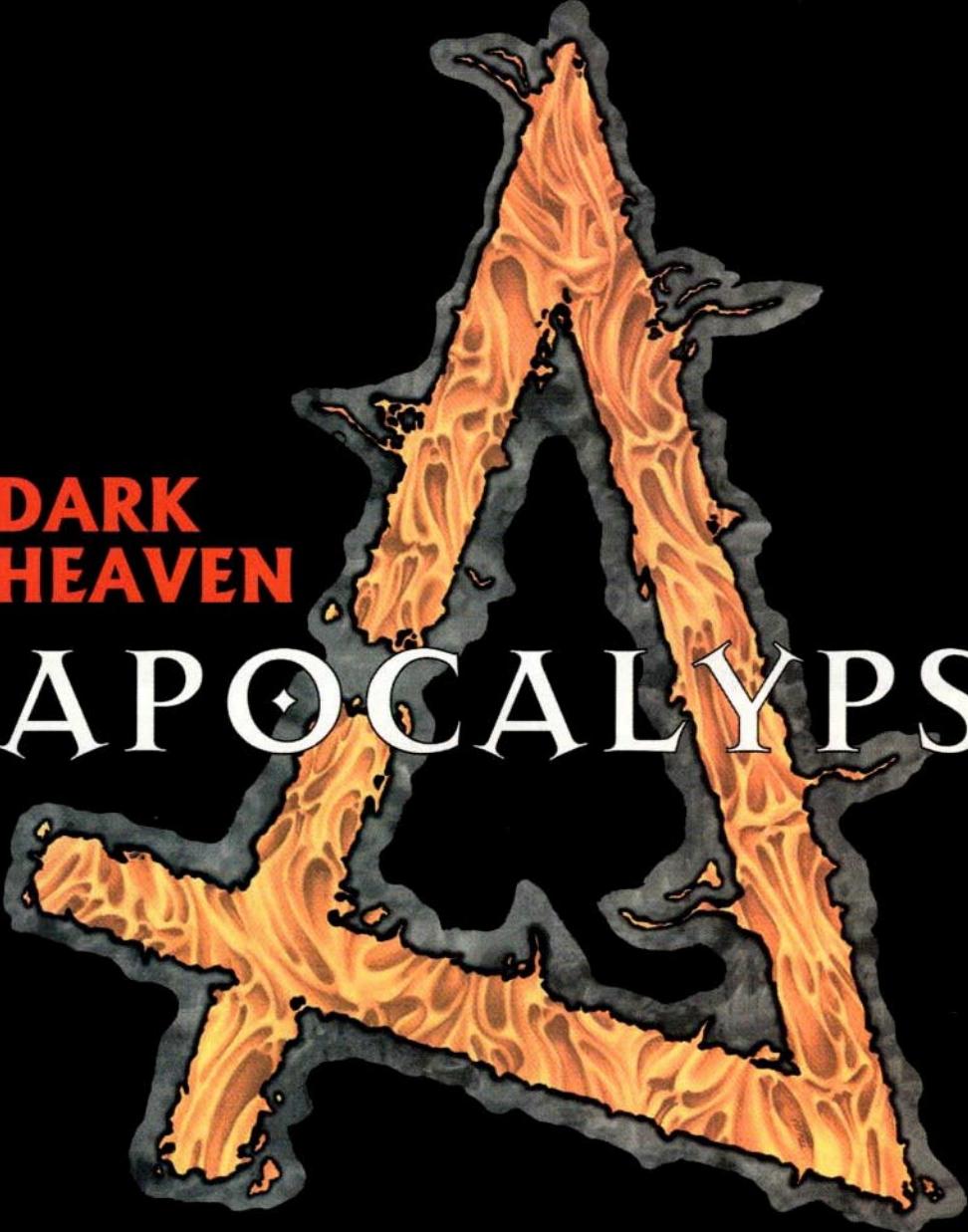
The current Standard scene includes a number of graveyard decks, mostly built around Living Death, and the release of *Exodus* will only increase their number. These decks use either Hermit Druid or Survival of the Fittest to fill up the graveyard before casting Living Death and bringing them all into play. Some even use Fallen Angel to sacrifice all the creatures in play on their side before Living Death goes off. The other creatures in these decks are selected to be good on their own or to "hose" expected deck types. For example, most use the life-gaining Spike Feeders since they are so good against mono-red decks. Other popular creature choices are Tradewind Rider, Cloudchaser Eagle, Nekrataal, Uktabi Orangutan, and even Anarchist, which can bring Living Death back to your hand.

Living Death wasn't the only black *Tempest* rare to inspire deckbuilders. "Dancing Gnomes" decks are designed to get a Bottle Gnome or Spike Feeder into your graveyard—it's as easy as sacrificing them—and then cast Corpse Dance with buyback. Corpse Dance puts the top creature card into play without summoning sickness and then removes it from the game at the end of the turn. However, if the Dancing creature leaves play before the end of the turn, it isn't removed from the game. So if you Corpse Dance a Bottle Gnome, you can sacrifice it to gain some life and put it right back on top of your graveyard to Dance again. Since Corpse Dance is an instant, you can even use the Dancing Gnome as a blocker during your opponent's turn before sacrificing it. Dancing Gnomes decks are popular in *Tempest*-block constructed tournaments and the Corpse Dance/Bottle Gnomes combo sometimes sees play in Standard Necropotence decks as well. Gee, I wonder what a Necro deck could do with three extra life every turn?

Finally, graveyard strategies are typically less important in Limited formats—like sealed deck and draft—since a good reanimator strategy involves combos, but there are a few game-breaking individual cards. Disturbed Burial allows you to return



CORPSE DANCE With this potent buyback spell, the top creature card in your graveyard pops into play without summoning sickness, before withering away at the end of the turn.



**DARK
HEAVEN**

APOCALYPSE

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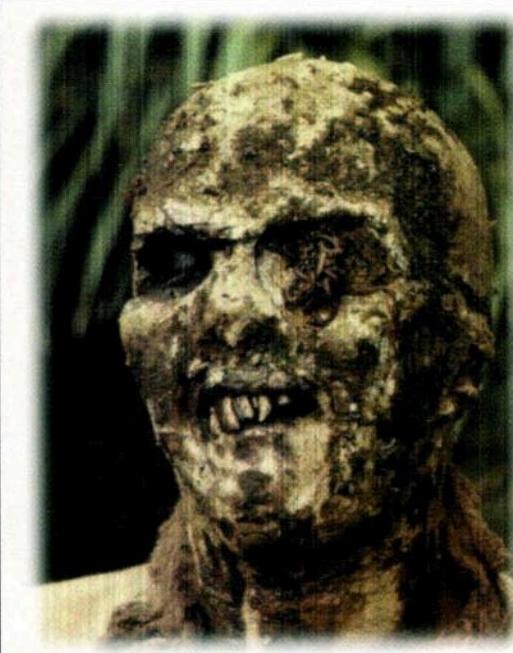
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ABANDON HOPE This sorcery not only forces your opponent to discard cards of your choice, but allows you to drop creatures into your graveyard free of charge.

creatures from your graveyard to your hand over and over again. It costs five mana to cast it with buyback, but Limited is slow enough that this effect is still very powerful. Combining Disturbed Burial, or even Death's Duet, with Skyshroud Vampire or Vampire Hounds allows you to suck the blood out of your creatures again and again.

Living Death is incredibly good, although it's rare and therefore doesn't come up very often. Just block badly so that all your creatures die (and none of your opponent's do) and then Living Death will almost surely win you the game. Corpse Dance is also rare, but excellent in Limited. In Mirage-block Limited play, keep an eye out for Necratog and, to a lesser extent, the Barrow Ghoul.

TRICK OR TREAT

Graveyard decks aren't foolproof, of course—you need to keep a wary eye out for cards like Tormod's Crypt, Phyrexian Furnace, and Ebony Charm, all of which can undo the work you did getting creatures into your graveyard. A really smart opponent might even notice that she can target your graveyard with her Gaea's Blessing. However, Tormod's Crypt is no longer Type II legal and the other three are usually too slow to hurt a dedicated graveyard lover, so the danger isn't all that high.

Decks constructed around the graveyard—once a curiosity—are with each expansion becoming serious contenders in the tournament scene. And if you thought the cards out now rock, wait until *Urza's Saga* introduces you to the concept of cycling—which allows you to pitch power creatures directly from your hand into the graveyard for a couple of mana. Life is looking good for you gravediggers out there!



Randy Buehler, winner of this year's Pro Tour Chicago, is into all things Necro. Well, not all things...

SURVIVAL OF THE DEADEST

This is a typical graveyard deck with a variety of options. It starts with eight ways to get creatures into your graveyard—Firestorm, Survival of the Fittest and Hermit Druid—and 10 methods to abuse the graveyard once you fill it up—Living Death, Lhurgoyf, Oath of Ghouls and Recurring Nightmare.

There are a lot of different creatures in the deck so you can put exactly the right one into your hand when you activate Survival of the Fittest or bring the perfect creature into play with Recurring Nightmare. Try to get a Verdant Force into play once you draw Recurring Nightmare so you'll have tons of 1/1 tokens to sacrifice.

The deck includes a lot of hidden combos: Spike Weaver allows you to "fog" every turn since you can bring it back into play using either Oath of Ghouls or Recurring Nightmare after you run out of spike counters. The Recurring Nightmare/Wall of Blossoms combo lets you draw extra cards; so does Oath of Ghouls/Survival of the Fittest. All those extra cards can fuel a big Firestorm, plowing the way to victory.

It takes a few turns to get set up, but if you live long enough to put five mana into play, your opponent is unlikely to survive this deck of the living dead.

WHITE

1 Cloudchaser Eagle

LAND

2 City of Brass
6 Forest
2 Gemstone Mine
4 Reflecting Pool
4 Swamp
2 Undiscovered Paradise
2 Volrath's Stronghold

SIDEBOARD

1 Circle of Protection: Red
1 Cloudchaser Eagle
2 Dread of Night
3 Elephant Grass
2 Lobotomy
2 Nekrataal
3 Pyroblast
1 Uktabi Orangutan

GREEN

4 Birds of Paradise
4 Hermit Druid
2 Lhurgoyf
3 Spike Feeder
1 Spike Weaver
3 Survival of the Fittest
2 Uktabi Orangutan
2 Verdant Force
2 Wall of Blossoms

RED

1 Anarchist
1 Bogardan Firefiend
1 Firestorm



Illustration by Charles Chilene



Illustration by Matt Cavotta

7/7

WIZARD

THE COMICS MAGAZINE #88

THE TALES OF
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BATTLE CHASERS COVER BY
JOE MADUREIRA

ON SALE IN NOVEMBER

DON'T
MISS IT!



FO



FORBIDDEN GROUND

Try to survive a twisted haunted house in this exclusive *InQuest* RPG adventure

Written by the *InQuest* staff. Artwork by Paul Butler and Dave Leri.

Jessod stumbled out the front door and fell onto the porch. The world spun around him, his mind dizzy from the horrors he had witnessed. He gripped the railings with his bloodied fingers, pulled himself to his feet and ran.

He fled, afraid that the very house itself pursued him, and he dared not turn around lest the cursed place envelop him. Finally, the breath stolen from his lungs, Jessod dropped to his knees and turned.

The house stood motionless, far up on the hill, waiting... daring him to return.

WHAT IS THIS?

Forbidden Ground is a roleplaying adventure suitable for any fantasy or horror roleplaying game. It takes players through a horrific haunted house in search of five powerful artifacts.

The letters and maps on the following pages are fair game to the prying eyes of curious players; however, everything the gamemaster needs to know about the house—including its inhabitants, traps and puzzles—is included in the booklet that came with this issue. The module booklet also includes stats for *Advanced Dungeons & Dragons*, *Call of Cthulhu* and *Vampire*, although these can easily be modified to fit any game system.

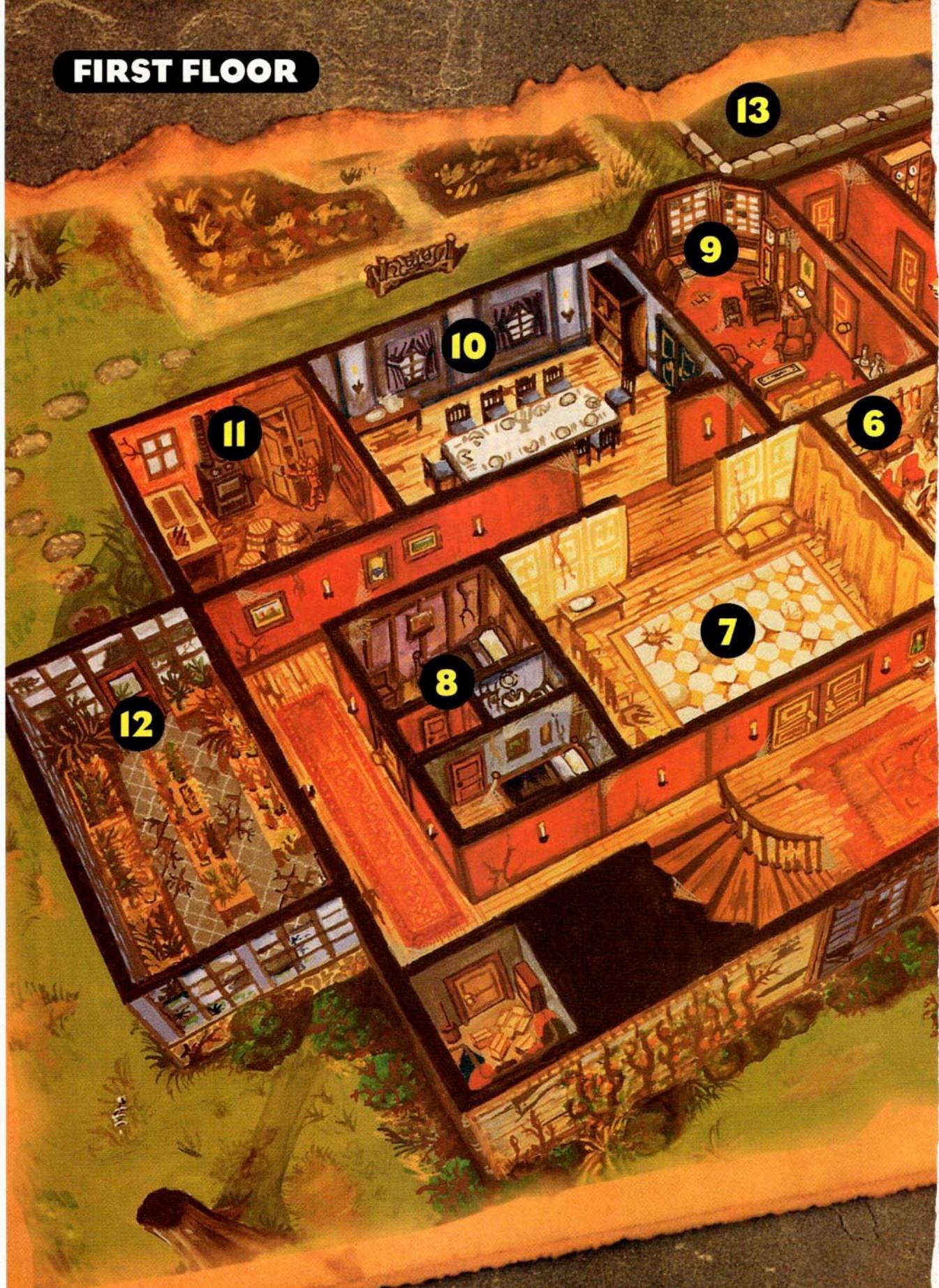
Are you brave enough to face the perils of this cursed estate?
Can you survive where others have failed?

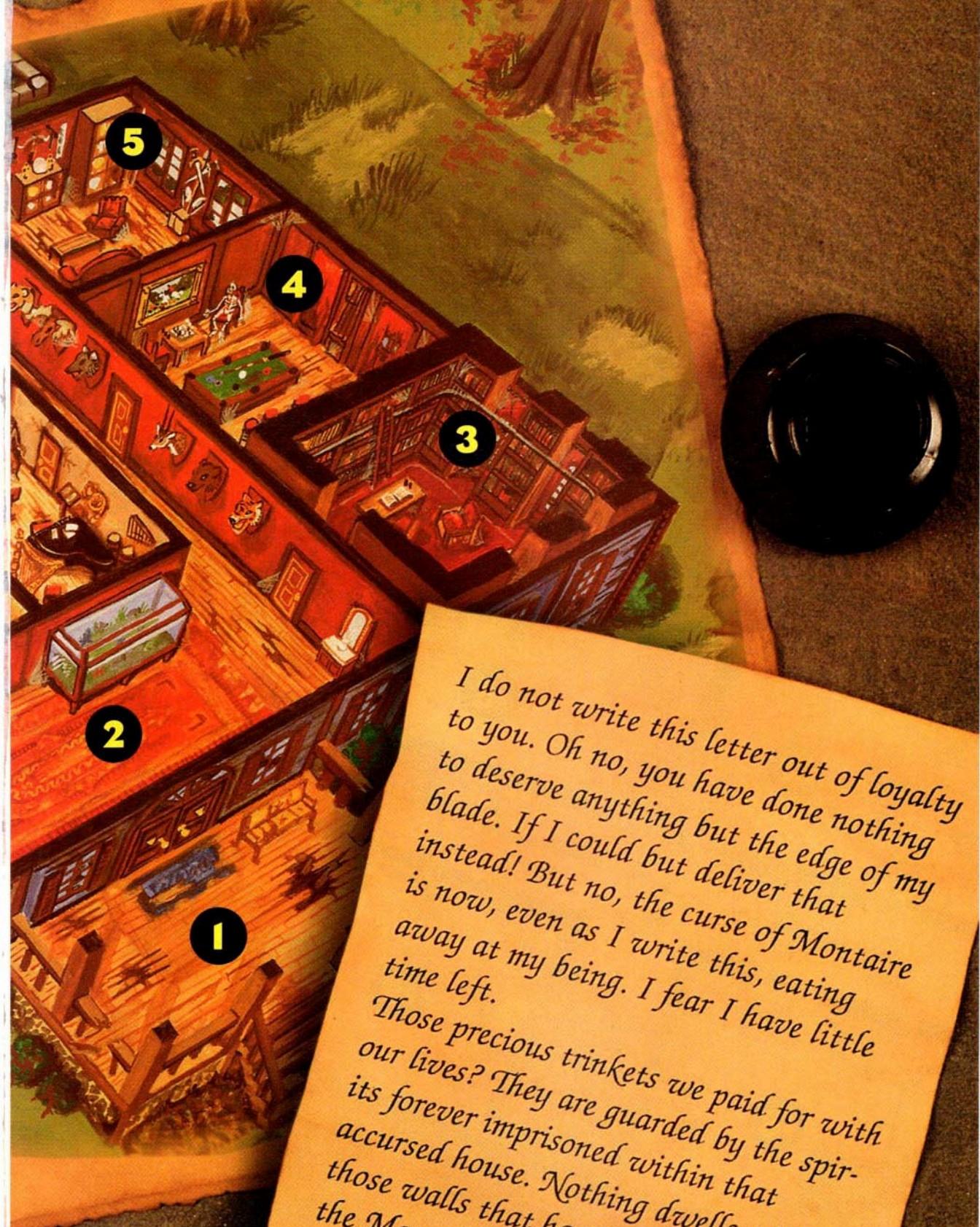
Lord Brennon,

You've doomed us all. The quest is a failure, your treasure is lost and your men are dead. And soon, I fear, I shall be joining them.

I do not... I do not...

FIRST FLOOR

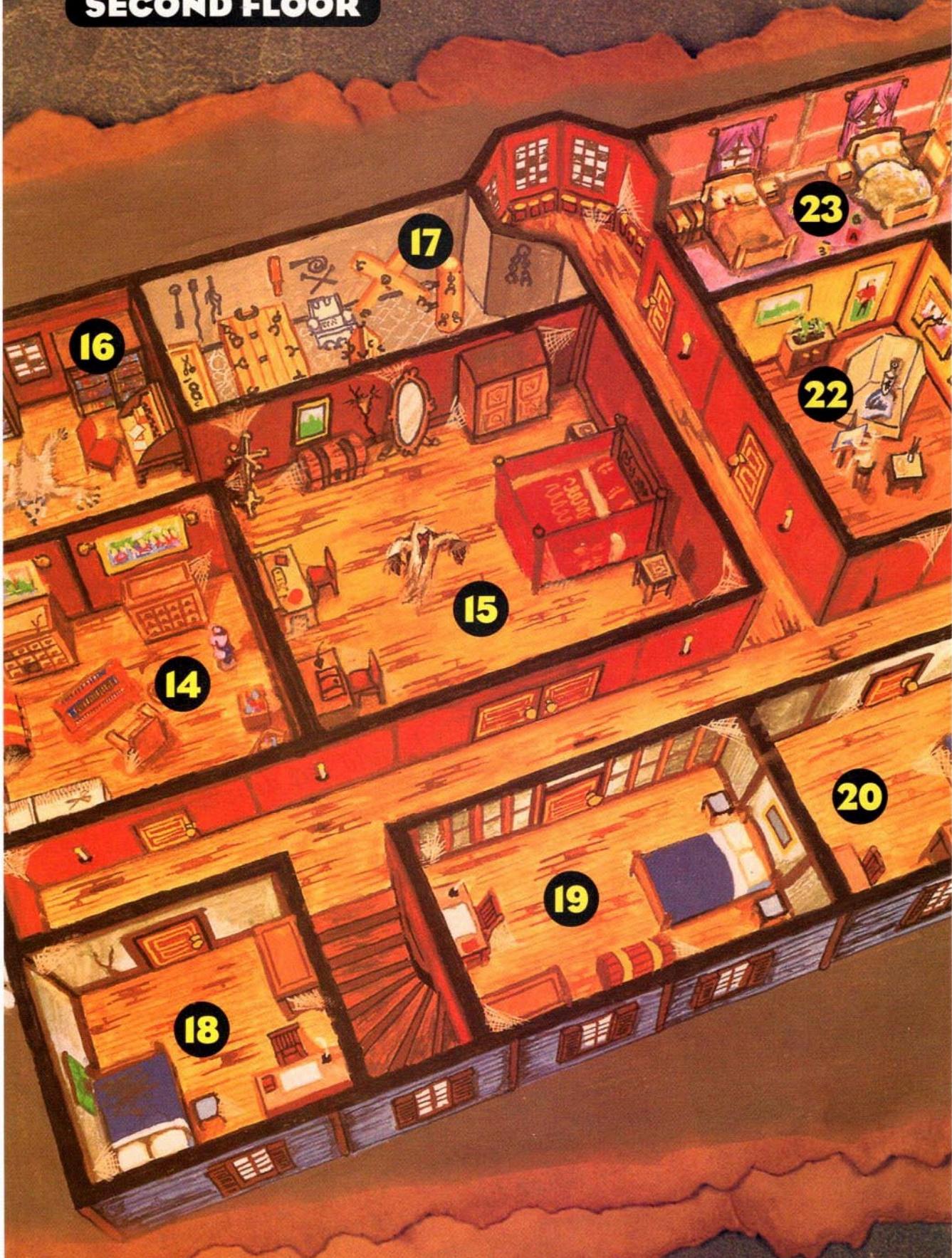


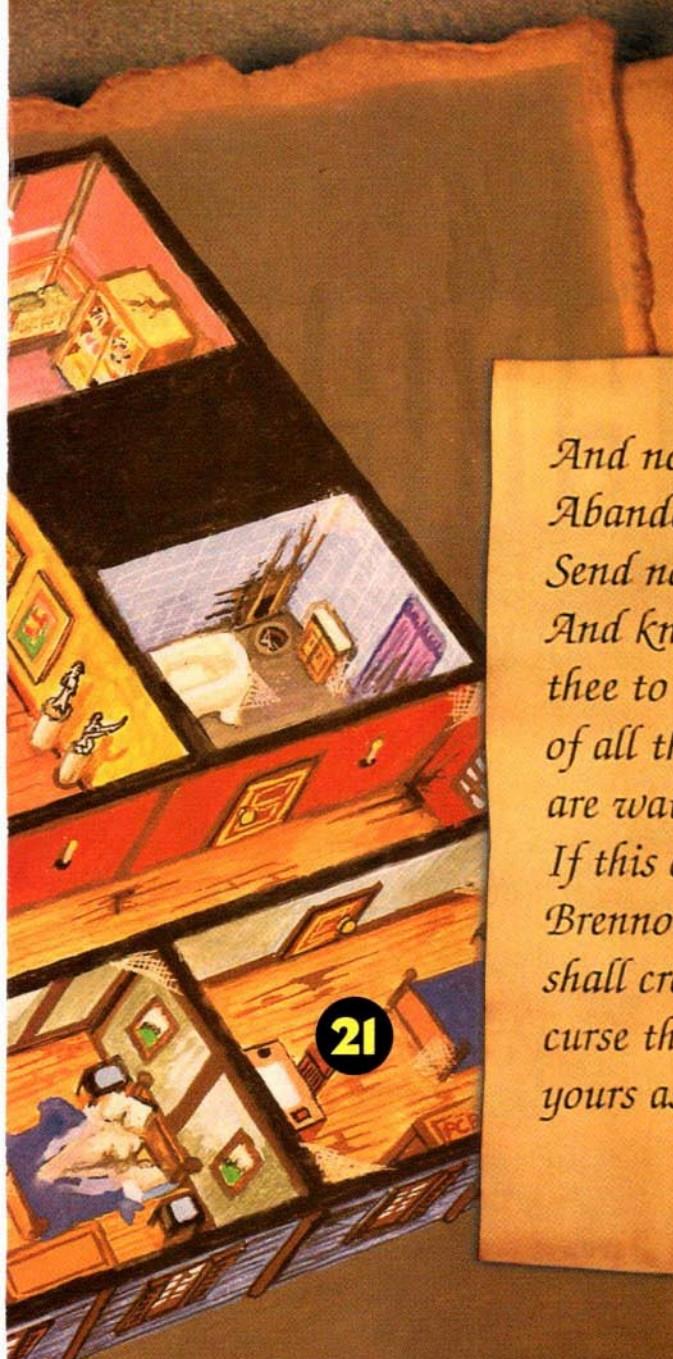


I do not write this letter out of loyalty to you. Oh no, you have done nothing to deserve anything but the edge of my blade. If I could but deliver that instead! But no, the curse of Montaire is now, even as I write this, eating away at my being. I fear I have little time left.

Those precious trinkets we paid for with our lives? They are guarded by the spirit forever imprisoned within that accursed house. Nothing dwells within those walls that has not been fouled by the Montaire curse. No man was meant to see what I have seen! NO ONE!

SECOND FLOOR





And now I have paid the price.
Abandon your quest for the artifacts.
Send no more men to their doom.
And know this, milord... it falls upon
thee to care for my family—the family
of all the men—and see to it that they
are watched over now that we are gone.
If this one act of decency is beyond you,
Brennon, know that my comrades and I
shall cross the nine hells to see that the
curse that has claimed our souls claims
yours as well.

Jessod Telthar

HOME IMPROVEMENT

How to repair defects in your favorite CCGs

Ferraris have a disturbing amount of engine hum. Michael Jordan sucks as a baseball player. "Star Wars" introduced ewoks.

It just goes to show that even the best ideas or intentions have their flaws. And CCGs—even the top-notch ones—are no different. They may be great, but they're not perfect.

That got us to thinking about what the most annoying problems of the best CCGs are and how we'd fix 'em. Given the chance, we could make 'em perfect—so darn good that every person on the planet would wanna play. Yeah, the entire planet! Wouldn't that be cool?



EXISTING NAME

EXISTING TEXT

By Zen Faulkes, Mike Mikaelian
and the *Inquest* staff

MAGIC: THE GATHERING

THE STORY SO FAR: *Magic* is the pioneer and benchmark by which all other collectible card games are measured. With 15 sets released so far, it's easily the most popular CCG on the planet. In *Magic*, you wander the realms of Dominia as a wizard battling other wizards for dominance of the planes. The wizard who commands the best mix of creatures and spells—some 2,800 different ones at last count—wins the game.

THE PROBLEM: There's just too much *Magic*. Fans complain about being overwhelmed with expansions, and three sets a year—over 600 new cards—is a bit much. After 20 releases, the *Magic* card pool's been diluted and the game needs strong new ideas.

OUR FIX: Only two main *Magic* sets should be released each year: one core set—like *Ice Age* or *Mirage*—and one expansion which expands on the themes of the core set—like *Alliances* was to *Ice Age*. Six months between sets doesn't seem all that



Magic players are getting hammered. Reduce the number of new releases and help *Magic* players' wounded wallets heal.

long, and the time would give fans a break in the wallet department. With fewer cards and more design time between sets, quality and inventiveness would go up, and excitement before a new set would reach a fever pitch. That's not to say nothing else could be done in the *Magic* universe throughout the year, just something different: a collection of theme decks, Pro Tour/World Championship decks, etc. *Magic: Unglued* is a perfect example—a small, fun set which adds to your enjoyment if you pick it up, but isn't a must-have to keep pace with the ultra-competitive tournament environment.

WHAT YOU CAN DO: One way to play with all the new cards without going broke is to pool your money with a few friends. Buy enough boxes to get complete a set and then run your own league. When it's over, run a draft to see who gets to keep which cards with the draft order determined by how you placed in the league.

STAR WARS

THE STORY SO FAR: Thanks to the high production values and success of their *Star Trek* CCG, Decipher secured the license to make a CCG based on the blockbuster "Star Wars" film trilogy. Released in December 1996, *The Star Wars Customizable Card Game* allows you to jump into the action with all your favorites from the films. The game has consistently been the second best seller, behind only *Magic*, and has seen five expansions, each based on a different "act" from the first three "Star Wars" films.

THE PROBLEM: Decipher doesn't like to errata cards unless they are truly unstoppable and, so far, they have stood firm on their decision to never ban a card from tournament play. Up until now, Decipher has dealt with broken cards/combos by offering "magic bullets." These are cards that serve little purpose other than to neutralize certain broken cards/combos. Some of these cards target whole deck concepts! The result: a pool of otherwise use-

less cards which serve only to counter overpowered strategies. Since *Star Wars* has a deck limit of 60 cards, fitting in these magic bullets just in case your opponent is playing one of the otherwise unstoppable cards/decks seriously detracts from the game as a whole.

OUR FIX: Adding a 12-card "Toolkit Deck" would allow you access to the magic bullets without affecting your main deck strategy. Once per turn, you could spend Force to place one card from the Toolkit Deck into your hand if needed.

WHAT YOU CAN DO: The next time you build a deck, consider what magic bullet cards will protect you best and make those into a Toolkit Deck. During play spend one Force in your control phase to put the card into your hand. If there isn't a magic bullet for a hugely abusive card/combo/deck strategy, contact Decipher and let them know.

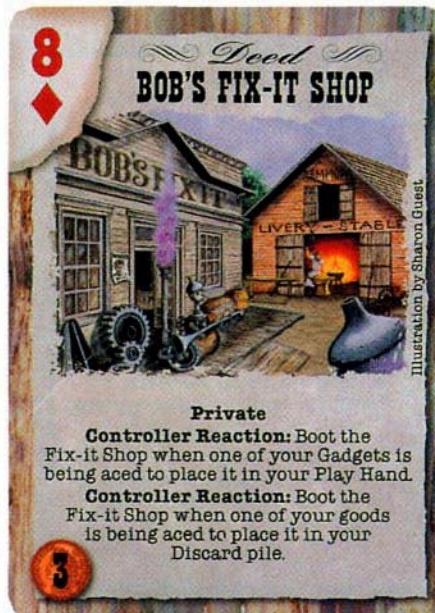


Star Wars needs a Toolkit Deck. That way you can keep all the "magic bullets" in it and not clutter up your play deck.

DEADLANDS: DOOMTOWN

THE STORY SO FAR: Take a slice of the dusty Old West, top it with a large dollop of supernatural weirdness and you have the setting for the *Deadlands* roleplaying game. *Doomtown*, released in April, took this world, added some of the most innovative card game mechanics since *Magic* and quickly became a fan favorite. Each player in *Doomtown* plays one of 10 outfits, ranging from black-hearted outlaws to spell-casting huxsters to spirit-invoking Indians to pirates that sail the waterways off the broken coast of California. Every gang tries—through maneuvering and gun fighting—to control the mines, saloons and other real estate around Gomorra—the town where *Doomtown* takes place—while at the same time reducing the influence of rival gangs.

THE PROBLEM: Abusive combos can kill *Doomtown* games quickly. This makes competitive play less a test of playing skill and more an exercise in who's better at puzzle-solving deck construction. As is, you can lose a game of *Doomtown* before you even lay down one card... And that sucks.



Doomtown needs to take its rules for recurring event cards and have 'em overhauled at Bob's.

Most of the problem concerns event cards. These resolve at the beginning of every turn and can radically—and often randomly—change the game. One such event, *It Was A Mountain Lion*, kills at least one character each time it comes up. And each player can have four in their 52-card deck. This results in lots of random death that you can do nothing about unless you specifically tune your deck to counter the threat.

OUR FIX: Events that affect the game drastically should be limited to one per deck. This makes them manageable and makes much more sense in story terms. Having the events Christmas Day and Easter Sunday come up eight times in a two-player game is beyond silly.

WHAT YOU CAN DO: You have the power. Don't treat the rules as a holy text. Make the change. If that's not enough for you, let the designers know about your gripes. So far, they've been very flexible, even making key rules changes after enough fans lobbied for them.

LEGEND OF THE FIVE RINGS

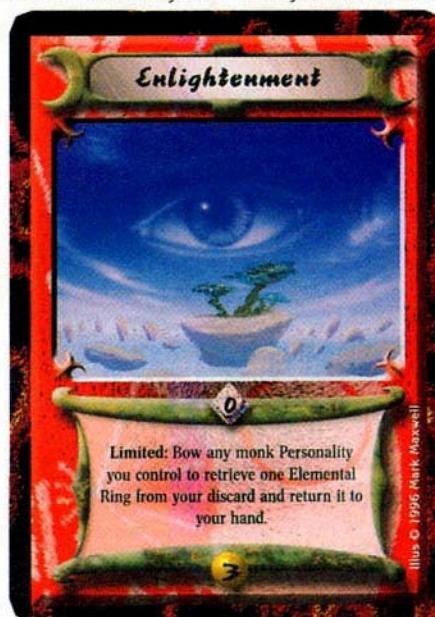
THE STORY SO FAR: *Legend of the Five Rings* is set in the medieval, oriental-styled fantasy world of Rokugan. There have been four editions of the core set since fall 1995, a record matched by few other CCGs. The first five expansions told an epic story called "The Clan Wars." Currently, the game is on its second major story, "The Hidden Emperor," with an expansion of the same name. One of *LSR*'s major innovations is that you can win through battle for a military victory; by noble deeds for an honor victory; or by demonstrating understanding of the five elemental rings for an enlightenment victory.

THE PROBLEM: Achieving enlightenment is tough enough in the real world, but it's almost impossible in *LSR*. Three ways to victory is a great idea, but not when one of them—enlightenment—is just too bloody hard! Most players never even bother to try it, and even veterans can count their ring wins on the fingers of one hand. Scoring a "ring win" requires you to achieve five different requirements. Once you

meet the criteria, you can play the appropriate ring card from your hand—providing you happen to have the right one in your hand at the time. Getting five separate cards out of your deck, into your hand and then being able to play them at just the appropriate moment is even tougher than as it sounds. And since sometimes you're forced to discard cards from your deck, a single discarded ring almost rules out a win.

OUR FIX: Start the game with the five rings under your stronghold. These do not count towards your deck limit and are not considered in play. When you fulfill the requirements for putting a ring in play, play the appropriate ring from under your stronghold as though it were in your hand. This makes ring-hosers like Dis-enlightenment worth playing, and since all players can use these benefits, it doesn't unbalance the game.

WHAT YOU CAN DO: Just do it. The listed fix plays well and opens up this elusive victory condition and allows for a wealth of new strategies and deck types.



It's easy to play the card, but it shouldn't be so hard to gain victory through enlightenment.

MIDDLE-EARTH

THE STORY SO FAR: In the *Middle-earth CCG*, based on J.R.R. Tolkien's *Hobbit* and "Lord of the Rings" trilogy, you send characters around the world to find powerful items, recruit factions and allies and complete heroic quests. The game has an incredibly strong feel for the story, letting you recreate scenes from the books as well as crafting your own adventures. You can even win the game by tossing the One Ring into the fiery depths of Mount Doom.

THE PROBLEM: Trying to figure out how to move your characters around Middle-earth can be a nightmare. In order to move from one location to another, you must dig through your site deck to find the place you want to go to, make sure you can actually get there and then figure out which regions you need to pass through. ICE tried to do all this with cards and the result was a mess that they only partially solved by printing a reference map. Plus, some sites are rare and certain cards are useless without them. If you've got the Easterlings but no Easterling Camp, it sucks to be you.



It's not just the town that needs rebuilding, the movement rules in *Middle-earth* are a wreck.

OUR FIX: Forget site cards. ICE had the right idea when they made the map, but they should have taken it a step further. *Middle-earth* should have been a board game with cards. All of the information on the site cards could have easily

been placed on a large map mounted on solid cardboard like your typical *Monopoly* board. Each player could also have several tokens or miniatures to designate the locations of their companies; Prince August Miniatures has a wonderful line of Tolkien-based pewter miniatures.

WHAT YOU CAN DO: Before you flop down even one Hobbit, get the large *Middle-earth* map from Iron Crown Enterprises. While you're at it, order the *Middle-earth Player's Guide*. With these two resources in hand, you'll be able to visualize the world and have the relevant information for all the sites at your fingertips. Yes, it's a pain but much less so than trying to figure out the card-based site system.



Mike Mikaelian, Zen Faulkes and the InQuest Staff believe everyone should be a non-conformist.

FATALLY FLAWED

Jihad/Vampire: The Eternal Struggle

Complex, jargon-filled rules left the average gamer scratching his head in confusion. Though the designers successfully condensed the *Vampire* RPG setting into a fun, innovative game, you had to have a Ph.D. in Vampire Studies to understand it. OK, what happens when

my Malkavian with superior auspex diablerizes your Toreador in torpor? Ooooo. Head hurt. Must go home.

X-Files

Botched deck collation sank this promising CCG before it could ever hit its stride. The game design was great; unfortunately, the card mix was so random that unplayable starter decks were the norm. The mystery in the *X-Files* CCG was how to play with decks that didn't contain the necessary cards.



Jihad/Vampire didn't suck, except when it came to sales.

Some CCGs didn't stand a chance from the word "Go!" They weren't necessarily bad games, they just had a flaw that doomed them to the discount bin.

Star Trek: TCG

Art so ugly even a mother couldn't love it made for a CCG with no collector appeal. And since it had simplistic, derivative rules, it didn't do much for gamers either.



Rage (first edition)

Imagine a CCG with no timing rules. Wouldn't that be great? Actually, no. The original *Rage* CCG tried this approach and games quickly degenerated into free-for-all arguments about whose damage/action/event resolved first, second, last. There was often more combat about the game than in it.

Sim City

A game with no conflict sounds like it could work—it did in the computer version—but it doesn't in a CCG. Taking turns laying down building cards drawn from the same deck is exactly as thrilling as it sounds. No fight, no fun.



KILLER DECKS

Land Destruction

(like you've never seen before)

BY MIKE SEARLE

Land's Edge? Stormbind? Bah. Who needs those old-timers? If you want to bombard your opponent with damage from your hand, the new-and-improved Seismic Assault is the way to go.

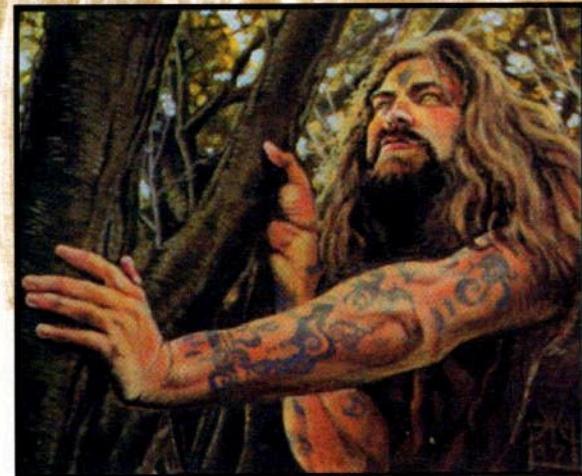
For three red mana, Seismic Assault transforms all your land into two points of direct damage. Does that 1/1 Royal Assassin have you all bottled up? Toss away a land and pick him off. A 2/4 offensively pumpable Wildfire Emissary bearing down on you? Two lands off it. Got a handful of useless land? Pitch all of 'em for a whopping 14 damage on your opponent! Now that's an effective damage-to-card ratio.

The deck revolves around Seismic Assault, so, naturally, you'll want to play it as soon as possible. Play Mountains or Gemstone Mines early to provide red mana and a third-turn Assault. The plan is to keep building up land in your hand to obliterate your opponent in one, massive-damage attack. If you have to pick off annoying critters that slip through your defenses, so be it—zap away; you'll always draw more land. And remember, if your opponent tries to destroy your in-play Seismic Assault, you can always respond by dropping the land in your hand for loads of damage.

What happens if you're without your trusty Seismic Assault? That's what the Enlightened Tutors are for—go fetch your killer enchantment as soon as you're able. Already got one? Use the Tutors to go for some more offense with a Cursed Scroll, a little card-drawing power with the Horns of Greed or some life-gaining defense with Peace of Mind.

Unlike most tournament decks, this one runs on 30 land—every other card you draw will likely be a land. So how do you take advantage of that little fact? Mulch comes to mind. For

just a green and one other, Mulch is a sorcery which reveals the top four cards of your library and lets



This dude moves mountains—and forests—right from your land to your opponent's life total.

you pull any land into your hand—talk about fuel for your Seismic Assault! You'll want to play Mulch when you get low on cards in hand, since you'll be gaining, on average, two or three land. On a smaller scale, the Hermit Druid can fish for land every turn; even the Walls of Blossoms—included for creature defense—can replace land in your hand with their immediate card-draw ability.

If you run into trouble, creature defense comes in a myriad of forms—land, instants and a sorcery. Quicksand provides generic mana for you, but more importantly, the land can drop any two-or-less toughness, attacking ground creature by sacking it. The old stand-by Incinerates serve as either direct damage for your opponent or his minions. Earthquake does the same, though it's a little more widespread and can take down a whole squad of weenies. Then there's Constant Mists. You

LAND LOCKED!

ARTIFACTS

- 2 Cursed Scroll
- 3 Horn of Greed
- 1 Scroll Rack

GREEN SPELLS

- 2 Constant Mists
- 4 Mulch
- 2 Reclaim

GREEN CREATURES

- 1 Hermit Druid
- 4 Wall of Blossoms

RED SPELLS

- 1 Earthquake
- 4 Incinerate
- 3 Seismic Assault

WHITE SPELLS

- 2 Enlightened Tutor
- 1 Peace of Mind

LAND

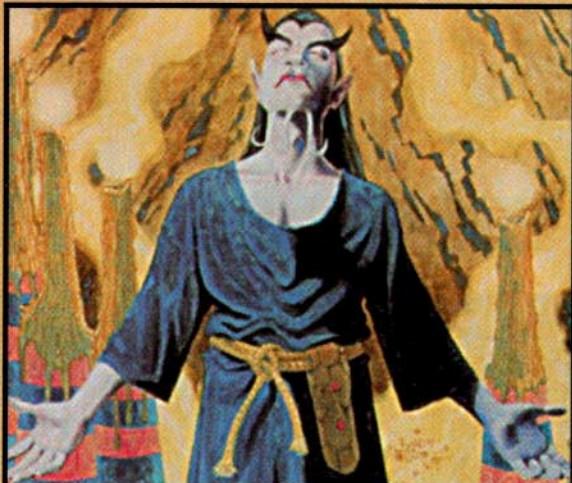
- 8 Forest
- 4 Gemstone Mine
- 9 Mountain
- 4 Quicksand
- 1 Stalking Stones
- 4 Undiscovered Paradise

SIDEBOARD

- | | |
|-----------------|--------------------|
| 2 Disenchant | 3 Pyroblast |
| 2 Boil | 2 Shattering Pulse |
| 2 Emerald Charm | 3 Wrath of God |
| 1 Penance | |

SUBSTITUTIONS

- | | | |
|-----------------------|---|-----------------|
| Cursed Scroll | → | Fireball |
| Hermit Druid | → | Reclaim |
| Undiscovered Paradise | → | Forest/Mountain |



Your opponent may pray for mercy, but to no avail. Your land will buy him off.

can prevent damage from *all* creatures every turn with this cheap instant, and you'll hardly feel the drawback of losing a land a turn since you'll be playing one a turn anyway.

Other cards to keep in mind? Undiscovered Paradise gives you whatever color mana you want with the nasty side effect that the Paradise heads back to your hand the following untap phase. Use that drawback to your advantage, though, by using the Paradise in conjunction with a Horn of Greed—every turn you're sure to play a land and draw a card.

Another card that pumps you up with card-drawing power is Scroll Rack, which allows you to spend a mana and switch as many cards in your hand with the same amount of cards on top of your library. Early in the game you can switch cards to search for that elusive Seismic Assault or Horn of Greed; late in the game, swap any cards which are just sitting in your hand in the hopes of drawing land you can pitch for *beaucoup* damage.

Finally, Reclaim allows you to pull back to the top of your deck any cards that wind up in your graveyard. Should your opponent unfortunately destroy your Seismic Assault, Reclaim it back to the top of your library and play it again next turn. Plus, with four copies of Mulch, a lot of cards will filter directly into your graveyard—great pickings for the Reclaim.

On the sideboard end of things, you've got some all-purpose defensive cards and some meant to shield you against strategies that target the deck's weaknesses. Disenchant and the buyback Shattering Pulse can hose artifact-heavy decks or pick off annoying single artifacts like Cursed Scroll and Winter Orb. The Emerald Charms do the same against enchantments. For more defense, add in the Penance (anti-black and -red) and the three Wraths of God to settle down those wide-scale weenie hordes or solo giant creatures your Walls of Blossom can't stop. The biggest weakness this deck has is falling prey to countering. With that in mind, the sideboard is revved up with spells to decimate blue mages: two Boils to blow away islands and three Pyroblasts to counter the counterspells at their own game.

For such a single-minded, combo-oriented deck, you'll be surprised at how versatile it is. As long as you have land to power up your Seismic Assault, you're on your way to victory. Oh, and one last thing in your favor: You'll never be mana screwed.

At last count, InQuest Editor Mike Searle owns about 300 acres of Magic land...and wishes he could trade it all in for one acre of actual property.

THEME DECKS

the non-killer deck

NIGHT OF THE WALKING DEAD

Long ago, *InQuest* included a zombie theme deck as an insert card. Of course, back then we were limited to the likes of Scathe Zombies and Lim-Dûl's Cohorts. Hoo hah. Well, the dead that walk have gained quite a bit of force in the past couple of years, and for this All Hallow's Eve, we honor them with a brand new, beefed-up deck.

Old favorites like the Zombie Master are still around, spreading pain and disease with his Evil Presence, but we're grateful to have new dead like the Carrionette and Plaguebearer, both of which can knock off other creatures. Carnophages and Sarcomancies give the traditionally slow zombies a little speed and creatures like the Skeleton Scavengers are poised for mass damage potential.

Buried Alive gives you fuel for a variety of spells, including the Barrow Ghoul, Living Death, Tombstone Stairwell and plenty more. If you manage to march through an army of swampwalking dead, a Nocturnal Raid can put your opponent six feet under.

So for this Halloween, pitch those old-hat Sligh decks and try something a little spookier—good 'ol fashioned, flesh-eatin' zombies.

■ Jeff Hannes, Crypt Keeper

BLACK CREATURES

- 1 Barrow Ghoul
- 1 Bone Dancer
- 4 Carnophage
- 2 Carrionette
- 2 Drudge Skeletons
- 2 Gravedigger
- 2 Plaguebearer
- 2 Restless Dead
- 2 Skeleton Scavengers
- 1 Zombie Master
- 3 Zombie Scavengers

BLACK SPELLS

- 2 Bad Moon
- 1 Bone Harvest
- 4 Buried Alive
- 1 Disturbed Burial
- 2 Evil Presence
- 1 Living Death
- 2 Nocturnal Raid
- 1 Pestilence
- 2 Sarcomancy
- 2 Slaughter
- 1 Tombstone Stairwell

LAND

19 Swamp

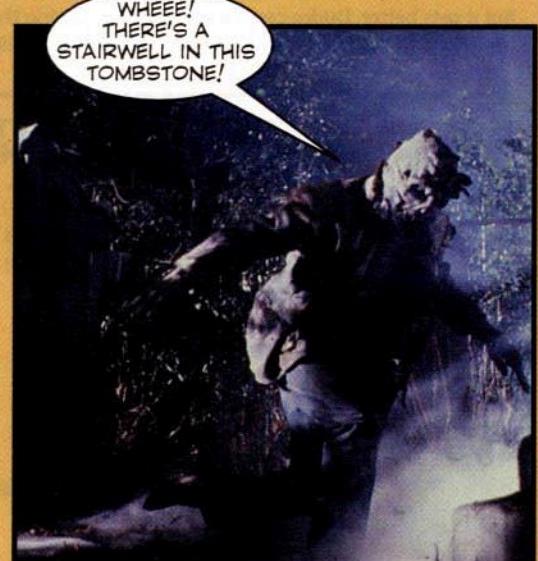


Photo courtesy Foto Fatales.

KD2

KILLER DECKS II

BY TOM SLIZIEWSKI

There's nothing more satisfying in a game of *Doomtown* than a gunfight you can't lose. By "can't lose," I don't mean you can't get plugged and end up in Boot Hill; I mean even if your dude winds up pushing up daisies, you still benefit.

Yup, tin horn, getting yourself dead can be a good thing. And what outfit is more appropriate to take advantage of the boneyard than those creepy hucksters known as the Whateley Family? Well, none. And this being the Halloween issue and all, I'm gonna learn ya how even a weak pistol-slingin' outfit can become the guns that govern Gomorra.

First, let's address how to earn money—or at least the *Doomtown* equivalent, ghost rock (GR). As shown by the recent dominance of the Sweetrock Mining Company outfit, once you're cranking out the rock, you're more than halfway to winning.

Most decks use strikes and deeds to earn their GR but—especially with the debut of the Maze Rats—this means constantly guarding your holdings and carefully husbanding your decent gunfighters to take on those pesky claim jumpers. Both of these are difficult and can sidetrack you from going for the win. Keep in mind the most direct way to victory is to shoot the other player's high influence varmints, then plop down a few high CP deeds.

Since your strategy revolves around whacking dudes, you may as well get as much use out of the dead as possible. This deck does that by Grave Robbin'. This action card gives you one ghost rock for every deceased dude in Boot Hill. Since you can cycle it through your hand easily, it's a great all-around utility card, but not usually a key factor in most decks. Except this deck goes out of its way to fill up Boot Hill. Since Gomorra is crawlin' with cheap dudes just dying to die, this isn't hard to do.

But it gets better. Dudes can make you money during their entire, often short, life cycle, especially terrors—including



And layin' down those groovy base riffs, it's Bugaloo "Grim" Reaper.

abominations. First, get the Deadland deed into play. At a measly three ghost rock, it's one of the best deals in the game. Now, once per turn, you can earn five GR by putting a terror into play. This deck has 10 terrors, six of these cost only one GR, netting you a four GR gain. And it gets even better since they all have upkeep. If there's nothing for them to fight, just don't pay the upkeep and discard them to be played—and profited from—in a future turn. If there's an available gunfight, send 'em out and either ace one of your opponent's dudes or your dude either way the body count in Boot Hill goes up and Grave Robbin' becomes more valuable.

But why just collect on the stiffs once when you can stretch your GR even farther with cards like the Graveyard. This deed only costs seven, is worth two control points and as the owner—not controller—you get three GR every time a dude is aced. And just so the families of all the vermin you're sending to Boot

BETTER OFF DEAD

DUDES

- 1 ...And Scooter
- 1 Basil Whateley
- 1 Benjamin Nightsinger
- 1 Billy No-Neck*
- 1 Buster Madison
- 1 Cassidy Greene*
- 1 Charlie Flatbush
- 1 Cletus Peacock
- 1 Crazy Quilt
- 1 Ezzie

DEADEYES

- 1 Humphrey Walters
- 1 John Bloody Knife
- 1 Nicodemus Whateley*
- 1 Silas Peacock*
- 1 Saul Whateley*
- 1 Tom O'Reilly
- 1 Unknown Hooded Figure
- 1 Vampiric Dance Hall Girl
- 4 Walkin' Dead

DEEDS

- 1 Abandoned Mine
- 3 Deadland
- 1 Graveyard
- 1 Lord Grimely's Manor
- 1 Photographer Shop
- 1 Red Hill Hotel

EVENTS

- 2 Founder's Day

ITEMS

- 1 Full Moon

SPRINGS

- 1 Stampede

SPECIALS

- 2 Joker

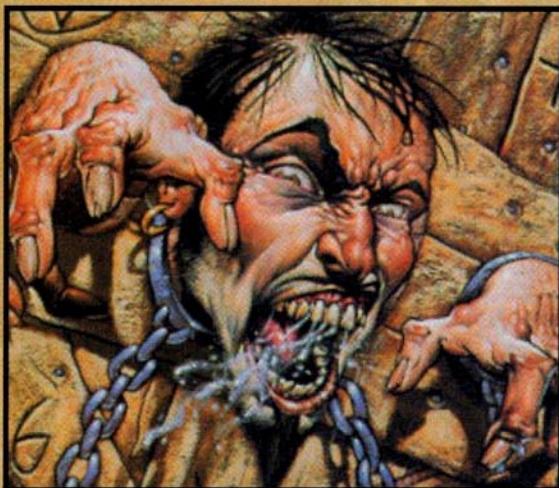
*Starting dudes

ACTIONS

- 1 Ace in the Hole
- 1 Deputize
- 3 Grave Robbin'
- 1 Hot Lead Flyin'
- 1 Jailbreak
- 2 Take Ya With Me
- 2 Throw Down

SPELLS

- 1 Soul Blast



Saul "Say it, don't spray it" Whateley enjoyed a successful career in irrigation management.

Hill have a sense of closure—and because it's a jack—there's the Photographer Shop, which earns you a few GR whenever influence dudes appear.

Filling up Boot Hill with your dudes is fine as far as it goes, but to win, you'll have to send the other guy's varmints to meet their maker. You do that by picking fights whenever the chance presents itself. In case you're not up on the latest, it's now legal to move to another outfit's home; you just need a card effect to call out his dudes. So invade his private property and go for a Throw Down. Or stay at home and use Ezzie to nip away at the lower value guys.

This deck has 13 fours, 13 twos and 15 jacks, with at least one of each suit, so don't be afraid to get into shootouts against a tough opponent. Your odds of drawing a decent non-cheatin' hand are good and the chances of drawing a super cheatin' hand are great. Scope out how many cheatin' cards come up in your opponent's draw hands and then decide if you can risk it. With cards like Hot Lead Flyin' and Take Ya With Me, you don't even care much about losing the fight, long as you're not the only one heading to Boot Hill.

When picking fights, go for your opponent's influence dudes. Once you've whittled him down and banked the necessary GR, put the big control point deeds into play, especially after a Stampede, when your opponent usually won't be able to reach in-town deeds without booting. The Town Hall alone, at 3 CP, can be a game clincher. Discard these deeds in the early game and don't be afraid to fight with your zero influence dudes. It goes against most accepted strategies, but always keep in mind that the idea is to get dudes aced. Once a half-dozen dudes are in Boot Hill you'll be generating a steady cash flow.

In the early going, always squat on deeds your opponent puts into play. You want him to call you out, but if he doesn't, you'll at least be denying him income, which is always a good thing.

Remember, with this deck, you're often better off dead. Not only will your seemingly suicidal strategy puzzle your opponent, it will also carry the day against many of the popular decks currently being played.

InQuest Managing Editor Tom "The Kid" Slizewski is still trying to figure out how his last opponent managed to lynch Billy No-Neck.

UP YOUR SLEEVE

HUNCH

Deck manipulation is far more powerful than it appears at first glance. Removing or changing the order of even one card can be the difference between winning and losing.

Hunch, the first card introduced in *Doomtown* that allows you to manipulate your opponent's deck, is no exception. Unless it interferes with your poker strategy, there's little reason not to include it. First, it's a king, which means it's good in a spells deck since you want to draw high. Second, like most spells, it cost nothing to attach to a huckster.

But best of all, the ability to see exactly what's in store for your opponent is huge. Want to know what he's going to get in his next play hand? Cast Hunch for the number of cards you think he'll be drawing.

Want to know how powerful your opponent's next poker hand is going to be? Cast Hunch for a number equal to the bullet rating of his best shooter or strongest posse and you'll have a good idea whether now is the time to fight or wait.

Early in the game—particularly in tournaments where you're playing against unknowns—you may just want to discern what kind of deck you're up against. Nothing like seeing a half-dozen or more of the other guy's cards to let you know what he's up to.

Keep in mind that you can also cast Hunch on yourself to get a look at what you've got coming, ditching cards that you won't be needing for a while in the process.

If played carefully, you can also set someone up for a big fall. Cast small Hunches several times and make sure you put cards on the bottom of your opponent's deck to ensure a crappy or—if you're set up to take advantage—a cheatin' poker hand. Finagle it so that there's a shootout as his deck is running out and you can all but assure yourself a win or the chance to play a punishing cheatin' card.

■ Tom Slizewski



Noon Hex X: Boot this Huckster. The difficulty of this Hex is double the number of cards you want to look at. If this Hex is successful, look at the top X cards of any player's deck. You may put one of those cards on the bottom of the deck or the top of the discard pile.

"The best friend of any Huckster—besides a straight flush—is instinct." —Sir Whitmore

Casting this powerful hex gives you more than just a hunch about what your opponent's up to.

DEAD MAN'S



BY JEFF HANNES

HAND

THIS MONTH:
**TRICK
OR
TREAT**

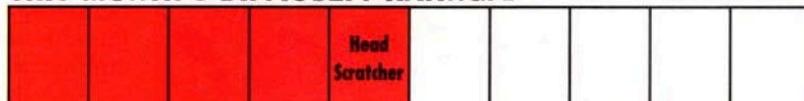
YOU CAN'T WIN.

Eugene T. Dudley, the world's worst *Magic* player, is feeling festive. It goes without saying that he has absolutely no chance of beating his opponent, Brandon "Bullhorn" Howard. With only three life remaining, it's only a matter of time before Brandon blasts him away, even though Eugene's All Hallow's Eve is about to go off. But Eugene's been more interested in munching on his Halloween candy and spreading +1/+1 candy corns around the table. Eugene's ultimate goal is to reward each of his creatures with a treat. No way he's gonna be able to do it without your help though, so your goal is to hand out treats by having at least one +1/+1 counter on every creature you control at the end of your turn. Oh, and be careful not to make the same mistake Eugene did—absentmindedly eating counters off of your creatures.

KEEP IN MIND THE FOLLOWING:

- It is the beginning of Eugene's turn. He currently has three life. Eugene promised Brandon a Snickers if he didn't interfere this turn, so for once the Bullhorn is keeping his trap shut.
- The candy corns represent +1/+1 counters.
- All Hallow's Eve is set to go off this turn; Eugene hasn't managed to get any of Brandon's creatures into the graveyard. When All Hallow's Eve resolves, you get to choose which order your creatures come into play.
- You must have at least one +1/+1 counter on every creature you control at the end of your turn.
- With a Necropotence in play, Eugene won't be drawing any cards during his draw phase.
- Brachs candy corns suck. So do those brown ones. A good candy corn must be squishable into a flat, sugary pancake. The little orange pumpkins are good too.

THIS MONTH'S DIFFICULTY RATING:



LAST MONTH'S "CONTROL FREAK" SOLUTION:

Eugene, being the freak that he is, was trying to take control of all his opponent's creatures. Here's how he did it:

1. Tap the Ventifact Bottle and all but two of your lands. (6 blue, 2 green, 7 colorless in mana pool.)
2. Tap the Willow Satyr to steal Starke of Rath.
3. Cast Venom on the Shivan Dragon. (6 blue, 6 colorless.)
4. Tap the Rootwater Matriarch to take control of the *Shivan Dragon*.
5. Cast Abduction on the *White Knight* to take control of it. All blue spells cost two less thanks to the double Sapphire Medallions. (4 blue, 6 colorless.)
6. Cast Magnetic Web and tap it to put a Magnet counter on the *Scragnoth*. (4 blue, 3 colorless.)
7. Cast Legerdemain to trade the Magnetic Web for the

Phyrexian Hulk. (2 blue, 3 colorless.)

8. Activate the Magus of the Unseen to untap and take control of the *Magnetic Web*. (3 colorless.)
9. Tap the *Magnetic Web* to put a Magnet counter on the *Phyrexian Hulk*. (2 colorless.)
10. Attack with the *Phyrexian Hulk*. Mikey must block with the *Scragnoth*. The *Phyrexian Hulk* kills the *Scragnoth*.
11. Oops! We forgot an extra Forest! At this point, you should be able to spend the remaining mana and tap the Coffin Queen to take control of the *Scragnoth*, but because your mana pool is drained at the beginning of your attack, the puzzle is short one mana. Last month's prize went to the closest solution and the person responsible for the mistake has been flogged.



Photo: Paul Schmid

CARDS IN PLAY

All Hallow's Eve w/one counter
Dauthi Ghoul
Dungeon Shade
Elves of the Deep Shadow
Mindless Automaton w/two counters
Necropotence
Recurring Nightmare
Scathe Zombies
Spike Colony w/four counters
Zombie Master

LAND

Swamp x4
Forest x4

GRAVEYARD

Baron Sengir
Spike Cannibal
Spike Rogue

HAND

Dark Privilege
Heartstone
Lord of the Pit
Workhorse

THE CONTEST

Mail in your step-by-step solution to:
**DEAD MAN'S HAND:
TRICK OR TREAT
C/O INQUEST
PO BOX 118
CONGERS NY 10920-0118**

The winner, randomly chosen from all correct entries, will snag a box of *Urza's Saga*. All entries must be postmarked no later than **October 31, 1998**.

CREATIVE CAMPAIGNING

INSPIRATION & ADVICE FOR GAMEMASTERS

BY PAUL SUDLOW



Bone up on your history: Adding a "historical" figure—like Christmas' Saint Nicholas—can liven up your dark holiday.

All Hallow's Eve

The old man sized up the band of mercenaries heading for the door. "It's not a night for venturin' out on the road, lads," he said. Outside, the wind howled and blustered. "Terrible shades stalk the forests beyond our village walls this night, the anniversary of the fallin' of the Harrow King."

The leader nudged his fellows and, with a sneering smile, grasped his sword hilt. "No time for scary stories, gray father. We've got the answer to your 'terrible shades' right here."

The old man threw back his head and cackled. "Ah, the impertinence of youth! This is Harrow's Eve, boy, and your own nightmares wait for you. Them you fight with your soul, not a sword; travel tonight and you'll surrender both before morn."

Though reduced in our modern world to an occasion for costumes and parties, Halloween was once a truly horrifying night for Europeans—a time when witches and spirits walked the Earth unchecked. Introducing a similar festival into your roleplaying campaign is a great way to add color, provide opportunity for adventure and scare your players a bit.

Inventing Your Holiday

The real Halloween, All Hallow's Eve, has its roots in the Celtic festival Samhain or "Summerend," which ushered in the new Celtic year on the first day of November. The Celts believed that, on the eve of Samhain, all the spirits emerged from their tombs, barrows and battlefields. It was a night when the spirit world drew particularly near to the physical world. Like many pagan festivals, Samhain became a Christian holiday when Christianity came to the Celtic world via the Roman Empire.

What are the origins of your holiday? Is it the night when a cursed army of millions rises and walks the Earth trying to add to its miserable number? Is it the one night when Death rests and the boundaries between this world and the next weaken? Is it the periodic aligning of planets that temporarily opens gates to your world from another dimension peopled by horrors? You need to decide—and also decide if the common people know this real reason or only some distorted legend. For example, if gates are

opening from another dimension due to a wizard's spell, most common people might understand it as monsters flying down from the Red Moon of the Dead or devils arising from the Sea of Unlife or somesuch. Whether the player characters (PCs) know this folktale or the actual explanation may depend on education, class or membership in some society entrusted with the truth—be it a sorcerer's guild, a church or a king's privy council.

Develop a few customs and practices that citizens of your world practice to celebrate the festival, placate the spirits, and so on. These don't need to be complex or elaborate. Just invent enough to make the day distinct from everyday life.

Ideas? In the real world Halloween, people carved scary faces out of gourds to frighten away evil spirits. Maybe they do something similar in your world, such as paint certain symbols on their doors. To placate the gods, perhaps they burn a portion of their newly-harvested crops. Or perhaps they have a parade of albino goats which are ritually sacrificed. Get as wild as you like; slightly disturbing customs such as the goat parade can be particularly effective.

You'll want to change the name of the holiday, of course, and for maximum spookage, go with the "dead shall arise" supernatural theme. Why else would you choose Halloween? Something that evokes death or dying—Ancestor's Day, Day of the Dead, or even Summerend—will serve your purposes well.

Festival Ideas

Here are some sample Halloween ideas to get you started. To keep things simple, the festival is called Halloween in each example. For a fleshed-out festival, check out the sidebar.

Masques. The city the PCs are lodging in have a custom of wearing masks and partying around town Halloween night. Long ago, the ghouls in the city cemeteries used to creep out on this night wearing festive masks to prey on the living, and the citizens began wearing similar masks and gathering in groups to confuse them. The ghouls haven't appeared in centuries, and today, only a few doddering old women know or remember the origins of this ancient tradition. But this night, the ghouls will appear again...

Undead Defenders. In author Fritz Lieber's fantasy metropolis Lankhamr, 13 powerful undead beings rest uneasily in a sinister black temple. If the bells hanging above the temple are rung, they rise up to protect the city. Their aid comes at a terrible price, however: After they overcome the threat, they strike down as many of the city's inhabitants as possible before returning to their tombs. Perhaps the PCs' city has such a pact, and a need to call on the undead arises during the Halloween festival—or some boastful brat of a noble gets drunk and rings the bell.

Witching Hour. A cult uses this night to contact its dread gods or to summon some awful being from another plane. The hoary "stars are right" theme is cliché in horror scenarios, but might work in a more traditional fantasy setting—or even a science fiction one—where players aren't expecting it. The PCs, of course, must stop the deed—perhaps by stealing something or rescuing someone from the cult.

Lost Souls Night. Those who died violent deaths return to the land of the living to visit destruction and vengeance on those responsible for their deaths. Most can be kept away with talismans and charms; but not always. The PCs are haunted by a vanquished nemesis or must guard a client who is. A malicious poltergeist can cause plenty of havoc in a PC's life—even if it only sticks around for a night.

When InQuest editor Paul Sudlow was a wee lad, he once stayed up all night because the Yul Brenner robot from "Westworld" scared him out of his wits.



What characteristics of other holidays, religions or festivals can you mask as your own?

Harrow's Eve

The Legend. Centuries ago, a warlord made a pact with a fiend from beyond for worldly might and eternal life. The thing from the pit granted his request, and over the course of three decades, the ruler and his invincible armies swept the lands. Just as the warlord—now known as the Harrow King—slit the throat of the last monarch to oppose him, the fiend reappeared and assured him that—as promised—he would indeed live forever and rule his empire...but only on one night a year. With that, the fiend disappeared forever, and the Harrow King, along with his loyal followers, fell dead.

Ever since, on the night of that occasion, ghostly shades of the Harrow King and his minions rise at dusk to stalk the lonely byways of the land and slay the living. They are not everywhere that dread night—but no open area is truly safe. This night has become known as Harrow's Eve.

The Harrowed. No weapon, spell or armor can protect a man caught unprepared by the Harrowed. But the Harrow King's powers are not absolute. One bearing the physical remains of a warrior in the Harrow King's army—even something as small as a knuckle bone—cannot be seen or harmed by the Harrowed, though few know this. The powers of the Harrow King are much reduced in heavily populated areas; he is most feared and respected in wilderness towns and small rural villages. Those who stay indoors are generally safe.

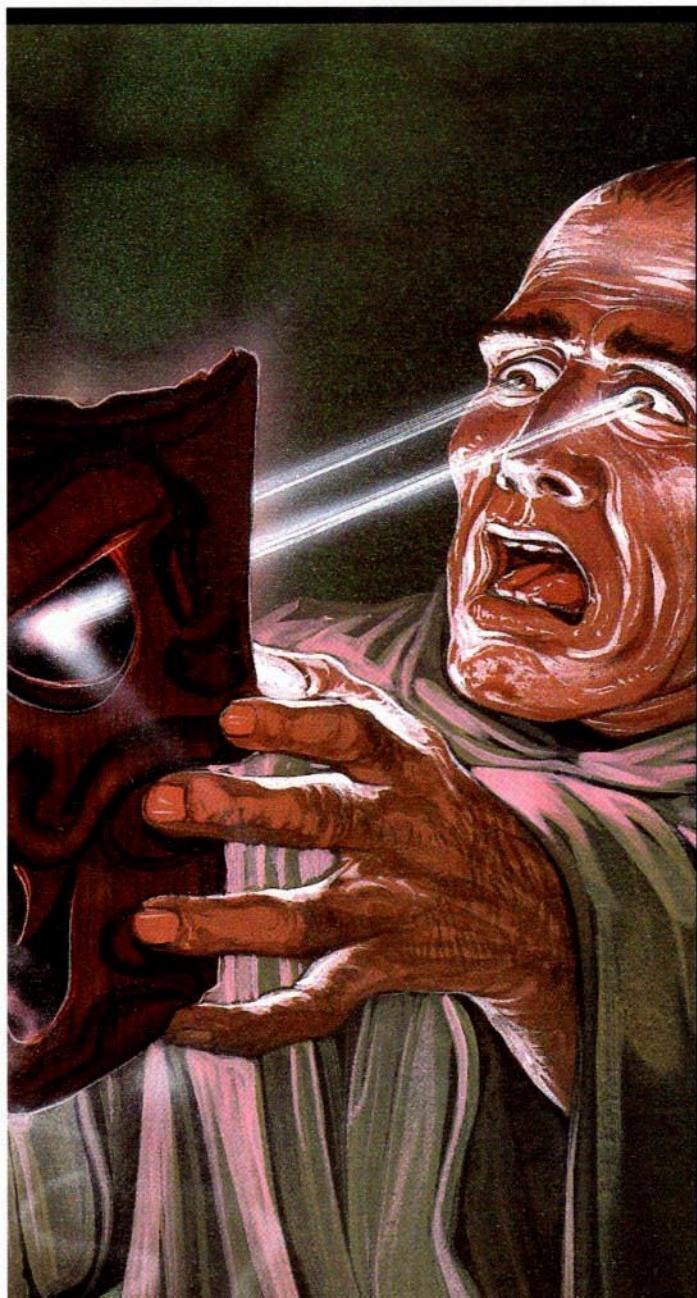
The Festival. Harrow's Eve is celebrated throughout the land—though many in the cities scoff at the legend of the Harrow King. Many communities hold fairs during the day, and children wear necklaces made of small pig bones—a custom which hints at the true protection offered by the bones of the Harrowed. The feasting moves indoors at sundown, and most folk are reluctant to venture out after dark, even in well settled areas.



LEGENDS

ORIGINAL CREATIONS TO ENHANCE YOUR
ROLEPLAYING CAMPAIGN

THE MASK OF DREAMS FULFILLED



Cedric the Red felt his hands trembling as he pulled the small chest from the sack. Swallowing hard, he struggled to calm down and focus. It wouldn't do for someone to discover the handsome and dashing rogue cowering in a dank, wet alley.

Half the city was searching for what he was carrying. He pulled out the strange item and stared at its bizarre visage. It felt warm and inviting to his touch, and seemed to thrum in his hands with power. Cedric held the much sought-after prize—the Mask of Dreams Fulfilled.

As he placed it on his face, he felt the energy coursing in his veins and he laughed as he sensed his new power. He would be the greatest thief in all the land! Then he caught a glimpse of his reflection in a puddle and froze in terror; his entire body was covered in fur, and his face was that of a rat. He would be a great thief, but his vaunted beauty was forever gone...

THE MASK OF DREAMS FULFILLED

"Be careful what you wish for..." Never has the old adage been more true than when dealing with the Mask of Dreams Fulfilled. It grants the wearer a great and wondrous gift—something from his fondest dreams. However, it also fulfills another kind of dream; pulling from the wearer's nightmares, it takes something precious away from him.

The Mask appears in many forms. At times it bears the visage of a monster. In another person's hands it may appear as twisted parody of the classic theater mask; one half of the face is the smiling countenance of Comedy, while the other half is the agonized visage of Tragedy.

The Mask of Dreams Fulfilled has a quiet, siren-like call. Anyone handling it feels energy humming within, and a mildly warm and pleasant sensation runs through him as he studies it. If someone is in the Mask's presence long enough, he slowly becomes convinced that his fondest desire can be fulfilled simply by wearing the Mask.

There are no straps or other ways to attach the Mask. One need only hold it up to his face and the Mask forms itself to him. A wave of euphoria flows through the wearer, and he knows with certainty that his dream is fulfilled. The result may be immediate, such as the grant-

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BY SEAN PATRICK FANNON

ing of wings, great beauty, or tremendous strength. For less tangible results, there is simply a certainty that the wish is fulfilled and its results will be made clear soon (such as knowing that great wealth is sure to come).

However, not long after the better half of the Mask has done its magic, tragedy makes its presence known. Even as the Mask fades away from his face, the wearer realizes that something terrible has happened. He has lost something—something dear and precious to him. It could be that he becomes weak and frail (if he had always been physically powerful). It could be that one of his dearest friends is going to die (if he had wished for someone to love him). Of course, Cedric's example above is another possibility.

ORIGINS

Ancient beings of immense power are the most likely source of the Mask, perhaps trickster gods or demons with twisted senses of humor.

One legend tells that an alchemist and sorcerer of tremendous skill discovered powers beyond his ability to control. Going completely insane, he created the Mask as a means of expressing the greatest and most terrible of his discoveries. This same legend maintains that the very soul of this sorcerer resides in the Mask.

Another legend says the mask was created by a deity to collect souls. When the Mask grants a wish, it takes a part of the wearer's soul. On a day of reckoning all the souls will be released and the deity's power will be complete.

Whatever the truth, the Mask has traveled the world for centuries, leaving thousands of victims in its wake.

SPECIAL ABILITIES

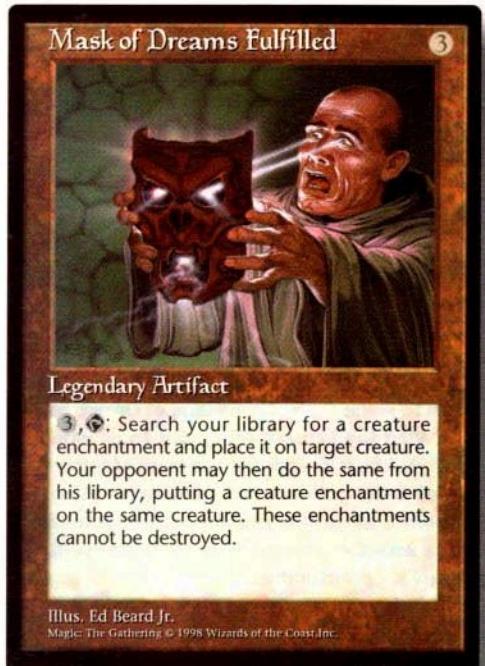
The Mask of Dreams Fulfilled has the following abilities:

- Reaching into the dreams of the wearer, the Mask will grant something like a "wish." The extent of the wish will be somewhat limited, and by no means will it be under the control of the wearer. Something he harbors deep within will come about, and it may be nothing he expects or even consciously wants.
- Reaching into the nightmares of the wearer, the Mask will bring about something that will be a great loss for him. The result may be inspired by some terrible fear, or it may be the loss of something he greatly values. The most obvious result would be a loss directly proportionate to what was gained, but this is not always the case.
- After it has been put on, the Mask will fade away, to reappear somewhere else. The new location may be the same city, or it can be the other side of the world—it's all at the whim of the Mask.
- The only way to remove the curse of the Mask is to find it and don it again, wishing for the opposite effect of the last wish granted. However, one must be strong of will to resist the lure of the Mask. Failure may mean having another dream granted—and another nightmare fulfilled.

Campaign Ideas

The Mask gets around, placing itself in places where it can be discovered. Dungeon adventurers or intrepid explorers might find it on the face of an ancient corpse or mummy, strangely devoid of the dust everything else is covered in. If one of the player characters (PCs) is affected by the mask, he may need to learn the Mask's nature—from a gypsy-woman or sage—so the curse can be removed.

The very name of the Mask will inspire treasure hunters to seek it out. Let the wondrous aspects of the Mask be dis-



The Mask can permanently boost your creature with a powerful enchantment like Empyrial Armor or Fire Whip, but beware your opponent's retribution.

covered, but only hint at the terrible consequences. This is a side effect of the Mask—people never seem to remember the horrible things it does, only the great gifts it can give. The PCs may get caught up in this hunt, or if they are not involved, they may inadvertently get in the way of others who are.

A victim of the Mask hires the PCs to find the item that caused his terrible curse. Because of the Mask's nature, the PCs recognize only the positive effects the Mask has had and are oblivious to whatever curse it caused. When the PCs finally track down the Mask, can they resist the temptation of putting it on?

Sean Patrick Fannon dreams of a world filled with gaming, and deeply fears someone taking away his dice...

LORE GAME STATS

AD&D

- Greater Artifact.
- Grants a "Wish" as the DM chooses, as well as a curse. Alternatively, one ability score is raised to 19 and another is lowered by the same margin of change.
- PC gains a curse or doom as well.
- Saving Throw -3 vs Spell to resist temptation.

CHAMPIONS

- Universal Obvious Accessible Focus.
- Up to 30 Points added to the PC in some fashion.

- 30 Points of Disadvantages also gained.
- 10 ECV, 1d6 Mind Control (Invisibility), "Put on Mask."

VAMPIRE

- Artifact.
- Up to 20 Experience Points added to PC in some fashion.
- 10-20 Points in Flaws or similar effect also gained.
- Willpower + Dominate/Auspex/Thaumaturgy (whichever is highest), Difficulty 8, 3 Successes, to resist putting on the Mask.

Basic training

It is known to some as the Demiplane of Dread; to others it is called the Land of Mists. But to all who know of Ravenloft, it is regarded as a place of terror.

Ravenloft is the gothic horror campaign setting for *Advanced Dungeons & Dragons*, and if you've never run a *Ravenloft* adventure, you're missing out on some great opportunities.

Ravenloft isn't your typical AD&D setting, though. Story is paramount, as is using fear and horror techniques to give your players a frighteningly memorable experience. Figuring out how to best work with this change of pace can be challenging to first-timers, so we're here to help you out.

GETTING INTO RAVENLOFT

Ravenloft isn't like most planes. It isn't all that simple to travel to—few want to try—and it is extremely difficult to escape. Even Vecna, the legendary mage of Greyhawk, is trapped. The first thing you need to do is decide how you are going to get your players into the Demiplane of Dread.

While it's possible to start a campaign there, adventures usually have a greater impact if the players are brought in from another locale, such as the Forgotten Realms or your own campaign setting. Enveloping the player characters (PCs) in a thick fog and transporting them to the domain of your choice is a common technique.

Of course, players familiar with *Ravenloft* know all about the fog trick, so you'll have to come up with something else for them. Maybe all your players experience similar nightmares and then wake the following morning to find themselves in a strange land. Through the course of the adventure the meaning of the

STRATEGIES and GAME IDEAS FOR BEGINNERS

By Jeff Hannes & Steve Miller



nightmares, which at first provide only cryptic clues, becomes clear. Here's another intriguing idea: While watching a macabre play, the PCs feel themselves gradually swept up in the performance until they are part of the play. Only when the spell is broken and they leave the theater do they realize they have been transported to Ravenloft.

DAY TRIP OR EXTENDED VISIT?

One decision you need to make early on is whether you want to set your campaign entirely in Ravenloft or only have one or two adventures there.

When sending players into the Demiplane for a "quickie," impress upon them the horrors of the realm—the large presence of the unpleasantly supernatural, the feeling of imprisonment within a given domain, and so on. One nice thing about one-shot trips is that it gives your PCs a chance to tangle with some real big shots like domain lords without messing with the continuity of your own campaign setting. Go ahead and let them disrupt the Domain of Dread in some major fashion if it

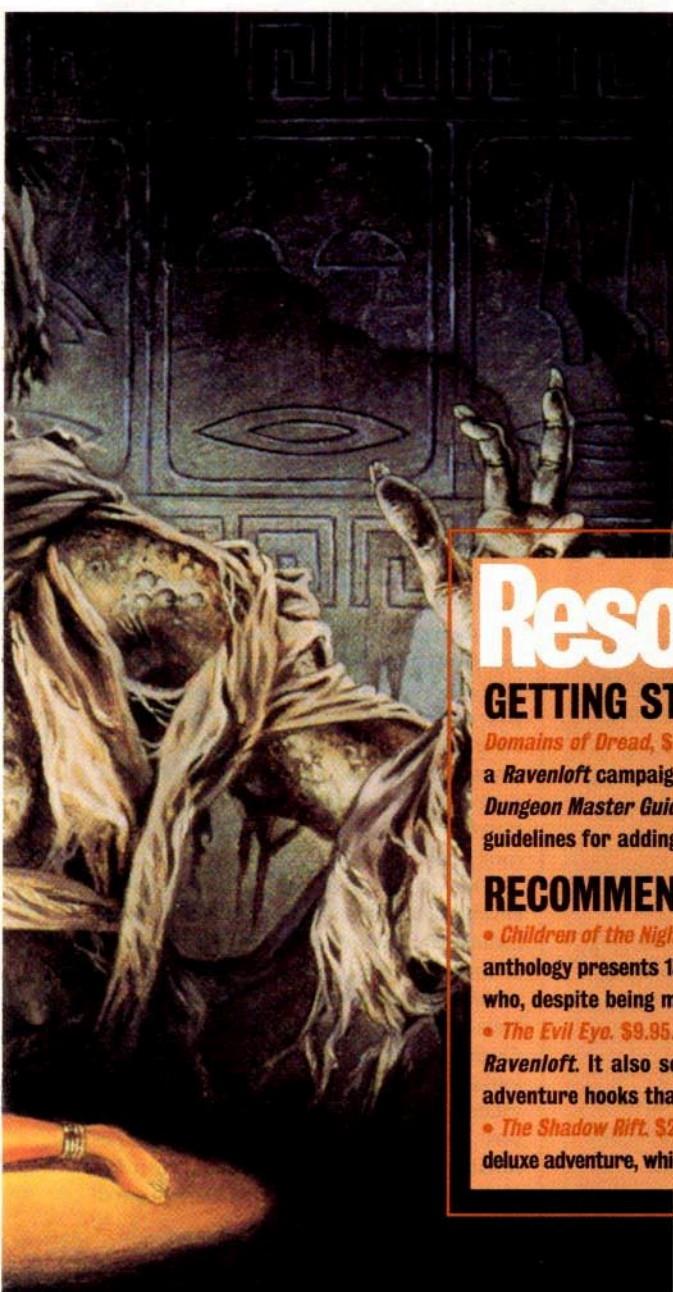


Beauty or the beast? In Ravenloft, she might be both.

makes for better game play.

In a long-term campaign take your time adding new elements; let the PCs discover the quirks of the land over time. For example, they may have no problem traveling from the domain of Verbrik to Invidia, but after an encounter that attracts the attention of Invidia's domain lord, they may not be able to get back to Verbrik. Unraveling the mystery of the domain barriers becomes an adventure in and of itself.

In either case, if you're running a series of adventures in Ravenloft, link them all in some way—even if it's not evident to the PCs. At the very least, design each adventure to lead into the next, perhaps in a web of intrigue that involves multiple plots and adversaries. You can take time to plan out your campaign ahead of time, but extended Ravenloft trips work best when you craft the adventures around the actions of the players. Let them choose which domain they want to venture into next and take it from there. That decision to hunt down a vampire in Falkovnia may come back to haunt them later when it turns out the vampire was on an assignment for Strahd von Zarovich.



Resources

GETTING STARTED

Domains of Dread, \$30. This hardbound book contains everything you need to run a *Ravenloft* campaign, assuming you've got the *AD&D* basics (*Player's Handbook & Dungeon Master Guide*). It details over 40 dark domains and has excellent tips and guidelines for adding touches of gothic horror to any campaign.

RECOMMENDED SUPPLEMENTS

- **Children of the Night: Vampires** and **Children of the Night: Ghosts**, \$15.95 each. Each anthology presents 13 adventures built around fully realized non-player characters who, despite being monsters, are anything but simple collections of statistics.
- **The Evil Eye**, \$9.95. This module spotlights all the classic approaches to running *Ravenloft*. It also serves as a campaign resource pack by providing plenty of adventure hooks that reach beyond the story presented.
- **The Shadow Rift**, \$21.95. If you want to go for something a little more epic, try this deluxe adventure, which includes a broad plot and details on horrifying fairy creatures.

BASIC Basic training

DOMAIN LORDS

The most intriguing inhabitants of Ravenloft are the domain lords, powerful tragic figures whose evil acts have rewarded them with their own land to rule, but have also cursed them with imprisonment.

The domain lords don't have to be directly involved in the campaign, but the adventure is usually more memorable if the head honchos play an active role. A few years down the road your players might remember the time they handled a werewolf in Verbrek, but they will never forget the time they thwarted the infamous Strahd Von Zarovich during their stay in Barovia. Most importantly, the domain lords should be larger than life. When the PCs initially realize who they're dealing with, make them feel outmatched. After all, the domain lord is like a minor god.

In some domains—such as that of Strahd—the domain lord is openly known and feared by the townspeople. In other domains, the locals may not even realize where the true source of power lies. For example, there are few in the domain of Kartakass who know that the master bard Harkon Lukas is actually the ruler of the domain.

You can use the lack of such information to your advantage in planning adventures. Perhaps while traveling in Kartakass the PCs encounter Lukas in his guise as a simple bard. Later they learn he is more than he seems. As your overall plot progresses to a climax, the PCs discover that Lukas is the lord of the domain and realize with horror that they have stood face-to-face with their enemy. This is hardly a new technique, but it is very effective in a horror setting.

RUNNING ADVENTURES

The best Ravenloft adventures start with a strong, well-defined villain. In many cases this is a domain lord, but that doesn't



While traveling in the Demiplane of Dread, you may come face-to-face with the infamous Strahd von Zarovich.

always have to be the case. There may even be rare occasions when the PCs are forced to ally with a domain lord in order to put down a greater threat.

Whoever your villain is, even if you choose to borrow an existing domain lord, spend a good deal of time developing him. Take a look at the origins of the domain lords featured in *Domains of Dread* and note that each has an interesting and tragic story. Your villain also needs a reason for being the way he is. Make him an intelligent person with goals and desires that players can understand and even sympathize with. You can really bring home the true pathos of the *Ravenloft* villain by making your PCs realize that he might have been a hero save for a few poor or rash decisions. While you're at it, develop some appropriate henchmen, lovers (if any), and enemies for your villain.

Once you've worked out your villain, you need to define which of his schemes the heroes become caught up in, and whether he draws them in intentionally for some reason or whether they get involved by chance. In establishing your villain's plan and goals, don't cast them in concrete. Leave them fluid enough that you can change plans and plots to react to the PCs' actions. The last thing you want to do is "railroad" the heroes through a storyline they can't interact with.

One effective technique is constructing an environment where the heroes initially feel off-balance and out of control. Establish a sense at the beginning of the adventure that the villain holds all the cards and that the heroes have absolutely no control over their destinies. Gradually, however, allow the PCs to seize the initiative, unravel the machinations of the villain, and ultimately defeat him—or at the very least deal him a major setback. Like its AD&D parent, *Ravenloft* is first and foremost about heroes, and even in the Demiplane of

Campaign Ideas

- The player characters (PCs) encounter a village that has been overtaken by a plague. Investigation leads the PCs to believe the burgomaster of the town, who is rarely seen and the villagers claim died a month ago, is a vampire and responsible for the "plague." In fact, the whole scenario is a ruse devised by the villagers, who want a group of unsuspecting adventurers to kill the main source of their poverty—the miserly burgomaster who taxes them heavily. As an added twist, the Burgomaster may actually be a vampire, although the villagers don't realize this.

- In the domain of Valachan the PCs encounter great oppression. They hear many terrible stories about Baron Urik von Kharkov (the domain lord) and indirectly feel his sting when a woman they have become acquainted with is taken away. Meanwhile, for some reason Kharkov has closed the borders, trapping the PCs in the domain. The PCs are later approached by a vampire who recruits them to help him overthrow Kharkov. Of course, if the coup is successful, the vampire will become the new domain lord and the PCs' help may quickly be forgotten.

Dread heroes win in the end—even if it is usually at great cost.

ESCAPING RAVENLOFT

Getting out of Ravenloft is never easy. If you pulled your PCs into Ravenloft as a one-shot, tie the means of escape to the reason they were brought to the demiplane—but make it a challenge to succeed. If you're running an extended campaign, you can make getting out a lot trickier. Often, just getting from one domain to another can be a challenge if the PCs have caught the attention of the resident domain lord.

Escaping for good may involve traveling through several domains and negotiating with powerful and dangerous individuals—including domain lords. Maybe the PCs must do a string of favors for several different adversaries, or perhaps they have to collect a series of treasures and bring them to a certain place. Whatever method you use, make sure the players feel they've earned their ticket out of Ravenloft, and are relieved their ordeal is over.

Feel free to give them a few other goodies to remember Ravenloft by. For example, a cursed sword that plagued one of the PCs might lose its curse once taken out of Ravenloft, leaving the weapon with only its positive enchantments. A few good rewards are not inappropriate.

CONCLUSION

When running *Ravenloft* games, keep in mind the classic rule of horror: Never reveal too much. Keep the monsters largely out of sight and mysterious—nothing is more frightening than the unknown. Exposure to too many monsters makes them common and they lose their impact.

If you'd like to get a better grasp of gothic horror, the libraries are loaded with literary classics such as Mary Shelly's *Frankenstein*, Bram Stoker's *Dracula*, and Edgar Allen Poe's "The Tell-Tale Heart" and "The Fall of the House of Usher." There's no better place to learn the technique of evoking gothic horror than at the feet of the masters.

Even if you don't want to create your own villains and adventures, consider sending your PCs to Ravenloft for a while. Besides having a cool setting filled with powerful villains, the *Ravenloft* line boasts some of the finest AD&D supplements and adventures available. They're well worth checking out, either to run or as a font of ideas, and will make your players' trip an experience they'll long remember.

Some people call him a space cowboy, but Steve Miller is actually the co-designer of Domains of Dread. InQuest editor Jeff Hannes has all of his albums.

Character sheet

BLACKHAND, WEREWOLF HUNTER

Blackhand is a half-Vistana of the Vatraska tribe. As such, he bears all of the characteristics and traditions of the tribe, but he has separated himself from it.

When he was young, Blackhand witnessed the horrific spectacle of an entire village slaughtered. Overcome with rage, he ran through the village, trying to find the killer.

He awoke screaming days later in one of the tribe's wagons, again on the road.

When he asked about the village, he was told that he had had a brush with the moon madness that was the curse of his people. But Blackhand remembers what he saw in the village that night...luminous yellow-green eyes reflecting the light of the full moon, and the terrible crimson stain on the muzzle of a great wolf.

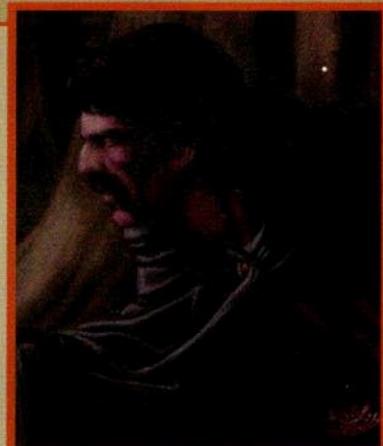
The tragedy of Blackhand's life is the madness that often overcomes him when he is close to his prey. The full moon unleashes the beast in both the hunter and the hunted. He is a loner, taciturn and blunt.

VITAL STATS

Class:	Thief
Level:	5
Race:	Half-Vistani
Alignment:	Neutral
Height:	6'1"
Weight:	185

ABILITY SCORES

Strength:	15
Dexterity:	18
Constitution:	15
Intelligence:	14
Charisma:	11



COMBAT

THAC0:	18
Armor:	Leather +1
AC:	3
HP:	26
Attacks:	1
Special:	Backstab x3

SAVING THROWS

Breath Weapon:	15
Death Magic:	12
Paralyzation, Poison:	12
Petrification, Polymorph:	11
Rod, Staff, Wand:	12
Spell:	13

KIT BENEFITS: +2 bonus to any proficiency or ability check that directly deals with werewolves, +2 damage rolls versus werewolves

THIEF ABILITIES: PP 25%, OL 40%, F/RT 50%, MS 60%, HS 60%, DN 55%, CW 60%, RL 0%

PROFICIENCIES: Short sword, sling; tracking (+3) (12), herbalism (12), healing (13), survival (14), direction sense (16), set snares (17)

LANGUAGES: Balok, Invidian, Vistani (native)

VISTANI ABILITIES: As a half-Vistana, Blackhand can:

- Identify plants and animals as a druid of 3rd or higher level.
- Determine whether or not water is safe to drink.
- Build fires quickly (1d4 rounds), even if the wood is wet.
- Recognize Vistani glyphs on a successful Intelligence check.
- Recognize and create antidotes.
- Create a powerful sleeping draught causing 1d4 hours sleep.

EQUIPMENT: Pair of matched short swords +1; leather armor +1; 2 pair of silvered manacles; sling; 15 sling bullets made from melted silver pieces (2 sp to make one bullet); small backpack with 70' rope, dry rations, waterskin, thieves' tools, hammer, chisel, 5 gp, 11 sp, 10 cp.

CONTEST

White Wolf Game Studio
presents:

JOIN THE MASQUERADE



HOW TO WIN:

Want to win a blood bank of goodies? Well, break out your cape, fangs or whatever and dress up as a creature of the night. We're looking for the coolest or most gruesome vampire, vampire hunter, vampire victim... you get the idea. Take a picture of yourself in costume, fill out the entry form, mail it in and you're on your way. And remember, don't send a Polaroid—we're gonna send Van Helsing after anyone who does!

Fill out the entry form, attach it to your picture and put everything in an envelope. Send to:

**Join the Masquerade Contest,
% InQuest, P.O. Box 118,
Congers, NY 10920-0118.
Deadline is November 30, 1998.**

The Bloody Legal

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment, White Wolf Game Studio, their immediate families and any real vampires. Hey, don't complain, your image doesn't appear on film so we couldn't judge your entries anyway. Print your name, date of birth, address, city, state, zip, e-mail address and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: "Join The Masquerade" Contest, c/o InQuest, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Entertainment and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by November 30, 1998. Wizard Entertainment Group is not responsible for lost, late, misdirected or mutilated entries. Winners will be selected based on originality and creativity by Wizard Entertainment Group. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than January 15, 1999. If an entrant, having been declared as a winner, does not accept the prize or the prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about December 21, 1998. If you don't believe it, we invite you to stake our office.

Picture courtesy of Foto Fantasies, © Columbia Pictures 1992.

For a list of winners, available after December 21, 1998, send a self-addressed stamped envelope to: "Join The Masquerade" Winners List, c/o InQuest, P.O. Box 118, Congers, NY 10920-0118.

GRAND PRIZE (1):

One fated night stalker will receive a limited-edition version of the all-new *Vampire: The Masquerade* third edition rulebook, plus all of the *Vampire* titles currently in print—that's more than 35 books, oh pale ones! You'll also get a full set of *Vampire* pewter clan pins and flap grimly away with a copy of every new *Vampire* product released in '99!

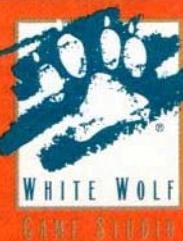
FIRST PRIZE (5):

Five lucky bloodsuckers will win a copy of the limited-edition, deluxe version of the *Vampire: The Masquerade* third edition rulebook.

SECOND PRIZE (10):

Ten fortunate neckbiters will win a standard version of the all-new *Vampire: The Masquerade* third edition rulebook.

THIS CONTEST IS
SPONSORED BY
WHITE WOLF GAME
STUDIO AND THEIR
GAMES ARE A
HOOOOOOOWWWL.



ENTRY FORM

"JOIN THE MASQUERADE" CONTEST

DEADLINE IS
NOVEMBER 30, 1998.

Name _____

Age _____

Address _____

City _____

State _____ Zip _____

Phone Number (with area code)

E-Mail Address (if ya gots one)

CARDSTOCK

Tracking trends in the card game market

Fresh from DragonCon in Atlanta, lovingly called "The Freakshow" because everyone dresses up—and thank God for that—I remain Lars Pearson, *InQuest* price guide manager. The *Magic* singles market is in something of a cyclical slump right now, so players are turning their attention to the off-beat and recently-released *Unglued* expansion. Good news: The set has gotten glowing reviews and acclaim. Bad news: It will likely sit in the low-price gutter.

Unglued has the advantage of being new, witty and swank, and it's come out during the period between other *Magic* releases. Unfortunately, *Unglued* cards aren't tournament legal, which eliminates an entire sector of the market. Also, with only 94 cards, *Unglued* is damn easy to get as a set—buying a booster box almost guarantees it.

The only *Unglued* card that's charging ahead is the *Black Lotus*, which allows players to add four mana of any one color to their mana pool if they tear the card into pieces. And at the end of the day, most players only like *Black Lotus* because it's the closest to a wildly-expensive *Black Lotus* (valued in the price guide at \$400 for Limited and \$335 for Unlimited) as they're ever going to get. Yet, *Black Lotus* is the highest-valued *Unglued* card right now and it sells for about \$8—which signals that the watermark for this expansion is very low.

In fact, and this is almost as unhinged as *Unglued* itself, equal if not greater attention is being paid to *Unglued*'s five land cards, and you get one of those in each pack! But players like the lands because—and this is a technical term—they look cool. Hello, Pentagon Papers; that's the secret. But if you're a player who's playing a black deck and insist on having 18 *Unglued* swamps in your deck, you'll go ahead and pay 75 cents a card to get them. Indulge yourselves.

In science-fiction news, keep a look out for *Babylon 5*'s handful of ultra-rare autograph cards, each with signatures of various actors/actresses on cards of the characters they play. The market took some time to realize these cards existed, but they quickly went supernova afterward. The *Premiere Sef's Delenn Transformed* card, signed by Mira Furlan, sells for about \$200, as does the Mr. Morden card from the *Shadows* expansion, signed by Ed Wasser. The *Deluxe Edition*, slated for September release, is scheduled to include a Commander Ivanova card signed by Claudia Christian, and November's *The Great War* expansion will feature a Prime Minister Mollari card autographed by Peter Jurasik. Every autographed card except *Delenn Transformed* has a special Precedence logo stamp, meaning getting another one signed won't help you counterfeit it. You can recognize an authentic *Delenn Transformed* card because it is a darker color than a regular one.

We're out of room. Stay good, and in the words of Joseph Chamberlain, "I sometimes think that great men are like great Cities of Brass: One cannot realize their greatness till one stands at some distance from them."

PRICE GUIDE CONTRIBUTORS

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; American Comics & Cards in Chattanooga, TN; Augusta Comics & Cards in Carmel, IN; Austin Books in Austin, TX; Barry's Collectors' Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Brandywine in West Chester, PA; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntsville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimaera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Harbord, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santo Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discoun Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; Dugout Sportscards in Corpus Christi, TX; Eagle Hill in Presque Isle, ME; Fantasy Factory in Dalton, GA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severna Park, MD; Gallop's Comics & Games in Statesboro, GA; Game-A-Lot in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Harvey's Sports and Comics in West Harvey, CT; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IA; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Liburn, GA, and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Paper Heroes in Killeen, TX; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Ocean Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; Texas Game Co. in Allen, TX; The Time Tunnel in Statesville, NC; Thunder Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; T.J.'s in Middletown, NY; Troll and Toad in Keene, KY; War Games & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY

WHAT'S HOT



DS9 CARDASSIANS

Nasty *Deep Space Nine* Cardassians such as Elim Garak and Gul Dukat pull within range of Federation personnel. Not bad for a race with heads like armadillos.



ANTIQUITIES, HOMELANDS

Cyclical *Magic* saturation freezes some expansions and their rares, such as Candelabra of Tarnos.



WHAT'S NOT

INQUEST

price guide

ALPHA LIMITED

WIZARDS OF THE COAST - 1993

Cards have black borders. Alpha cards have rounder corners when compared to Beta cards.

Full Set (295 cards)	53,600.00
Starter Deck (60 cards)	225.00
Starter Box (10 decks)	1,950.00
Booster Pack (15 cards)	135.00
Booster Box (36 packs)	3,400.00
All unlisted cards are 80% of Beta value.	
Unlisted Alpha errors are worth 125% of Beta value.	

★ Black Lotus	400.00
★ Chaos Orb	100.00
★ Force of Nature	50.00
★ Forcefield	140.00
★ Goen's Liege	24.00
★ Gauntlet of Might	130.00
★ Jade Monolith	15.00
● Living Wall	10.00
★ Mana Short	18.00
★ Max Emerald	190.00
★ Max Jet	190.00
★ Max Pearl	190.00
★ Max Ruby	190.00
★ Max Sapphire	190.00
● Orcish Artillery	10.00
● Orcish Onflame	18.00
★ Roc of Kher Ridges	20.00
★ Rock Hydra	25.00
★ Sedge Troll	25.00

BETA LIMITED

WIZARDS OF THE COAST - 1993

Beta cards are black-bordered.

Full Set (302 cards)	3,600.00
Starter Deck (60 cards)	265.00
Starter Box (10 decks)	2,500.00
Booster Pack (15 cards)	125.00
Booster Box (36 packs)	3,400.00
All unlisted Commons	1.00

● Air Elemental	3.75
★ Ancestral Recall	245.00
●Animate Artifact	2.00
● Animate Dead	3.00
☆ Animate Wall	6.00
★ Ankhs of Mishra	10.00
● Armageddon	35.00
★ Aspect of Wolf	10.00
★ Bad Moon	18.00
● Badlands	42.00
☆ Balance	30.00
● Basalt Monolith	7.25
★ Bayou	42.00
● Berserk	45.00
★ Birds of Paradise	35.00
● Black Knight	6.00
★ Black Lotus	400.00
● Black Vise	9.00
● Black Ward	2.00
★ Blaze of Glory	44.00
● Blessing	11.00
● Blue Elemental Blast	1.00
● Blue Word	2.00
● Bog Wraith	2.75
● Bringer of Death	24.00
● Burrowing	1.75
● Camouflage	10.00
● Castle	2.50
● Celestial Prism	2.00
● Channel	3.00
★ Chaos Orb	84.00
★ Choosie	5.00
□ Circle of Protection: Red	1.00
□ Circle of Protection: White	1.00
● Clockwork Beast	7.50
● Clone	11.00
★ Cockatrice	10.00
● Consecrate Land	18.00
★ Conservator	2.00
★ Contract from Below	8.00
● Control Magic	6.00
● Conversion	

★ Monoborbs	8.00
★ Mana Flare	15.00
● Mana Short	10.00
★ Mana Vault	14.00
● Meekstone	10.00
★ Mind Twist	7.50
● Max Emerald	210.00
● Max Jet	210.00
● Max Pearl	210.00
★ Max Ruby	210.00
● Max Sapphire	210.00
● Natural Selection	39.00
★ Nether Shadow	9.00
● Nettling Imp	4.50
● Nevinyrral's Disk	35.00
★ Nightmare	28.00
● Northern Paladin	12.00
● Obsidian Golem	2.00
● Orcish Artillery	2.00
● Orcish Onflame	2.00
● Paralyze	1.00
★ Personal Incarnation	9.50
● Pestilence	1.00
● Phantasmal Forces	2.00
● Phantom Monster	2.00
● Pirate Ship	6.00
● Scrubland	40.00
● Sedge Troll	14.50
● Sengir Vampire	15.00
● Serra Angel	25.00
● Shatter	1.00
● Shivan Dragon	54.00
● Simulacrum	2.00
● Sinkhole	16.00
● Siren's Call	2.00
● Sleight of Mind	10.00
★ Smoke	7.50
● Sol Ring	21.00
● Soul Net	2.50
● Spell Blast	1.75
● Stasis	9.50
● Steel Artifact	2.00
● Stone Giant	1.50
● Stone Rain	2.25
★ Sunglasses of Urza	9.00
● Swords to Plowshares	14.00
● Taiga	42.00
● Terror	1.50
● Thicket Basilisk	3.00
● Thoughtiface	5.00
● Throne of Bone	2.00
● Timber Wolves	8.50

UNLIMITED EDITION

WIZARDS OF THE COAST - 1993

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards)	52,450.00
Starter Deck (60 cards)	200.00
Starter Box (10 decks)	2,000.00
Booster Pack (15 cards)	125.00
Booster Box (36 packs)	2,750.00
Unlisted Commons	25

Ball Lightning

Summon Ball Lightning

Trample

Ball Lightning may attack on the turn during which it is summoned. Ball Lightning is buried at the end of the turn during which it is summoned.

Hans © 1994 Quinton Hoover 6/1

TOP 10 HOTTEST CARDS

10) Ball Lightning

All Hallow's Eve at InQuest gets started off this year with a blast from the past. Ball Lightning proves that even cards from The Dark can make the cut when they involve six points of quick hurting. Everyone loves a little quick hurting.

★ Plateau	45.00
● Power Sink	2.00
● Power Surge	9.00
● Prodigal Sorcerer	1.00
● Psionic Blast	35.00
● Pureforce	3.50
● Raise Dead	1.00
★ Raging River	45.00
● Red Elemental Blast	1.00
● Red Ward	2.00
● Regrowth	13.00
● Resurrection	4.00
★ Reverse Damage	12.00
★ Righteousness	9.00
● Rock of Kher Ridges	10.00
● Rock Hydra	20.00
● Rod of Ruin	2.00
● Lord of Atlantis	13.00
● Lord of the Pit	18.00
● Lure	2.50
● Living Lands	5.00
● Living Wall	4.00
● Luronov Elves	2.00
● Magician	1.00
● Magician	1.00
● Mahomati Djinn	24.00
● Time Vault	72.00
● Time Walk	245.00
● Timetwister	165.00
★ Tropical Island	42.00
● Tsunami	1.50
● Tundra	42.00
● Tunnel	1.00
● Two-Headed Giant of Fonyis	55.00
★ Underground Sea	42.00
● Utthien Troll	2.50
● Verduran Enchantress	8.00
● Vesuvian Doppelganger	37.00
● Veteran Bodyguard	16.00
● Volcanic Eruption	9.00
★ Volcanic Island	42.00
● Wall of Air	2.00
● Wall of Bone	1.50
● Wall of Brambles	2.00
● Wall of Fire	1.75
● Wall of Ice	1.75
● Wall of Stone	1.50
● Wall of Swords	2.00

price guide



Price guide

★ Forcefield	100.00
★ Fork	25.00
★ Fungusaur	6.00
★ Gaea's Liege	8.00
★ Gauntlet of Might	100.00
● Glasses of Urza	1.00
● Gloom	1.00
● Goblin Ballon Brigade	1.50
★ Goblin King	6.00
★ Granite Gargoyle	10.00
● Green Ward	1.00
● Guardian Angel	.50
● Helm of Chatzuk	3.00
★ Hive, The	5.00
★ Howling Mine	10.00
● Hurricane	1.00
● Hypnotic Specter	3.00
● Icy Storm	24.00
● Icy Manipulator	32.00
● Illusionary Mask	35.00
● Instill Energy	1.00
● Invisibility	5.00
● Iron Star	.75
☆ Island Sanctuary	4.00
● Ivory Cup	1.00
● Jade Monolith	3.00
● Jade Statue	15.00
★ Jayendroe Tome	5.50
● Juggernaut	5.50
● Kormo	1.00
● Keldon Warlord	1.50
★ Komus Bell	4.00
★ Kudzu	4.50
○ Lance	2.00
● Ley Druid	1.00
● Library of Leng	1.00
● Lich	42.00
● Lifeforce	1.50
★ Lifeloce	3.00
● Lifetop	1.00
● Lightning Bolt	1.50
★ Living Artifact	3.00
● Living Lands	3.00
● Living Wall	3.50
● Lord of Atlantis	6.00
● Lord of the Pit	8.00
● Lure	1.00
● Magical Hack	5.00
● Mahomot Djinn	9.00
● Mana Flare	7.00
● Mana Short	5.00
● Mana Vault	5.00
● Manobards	4.00
● Meekstone	5.00
● Mind Twist	5.00
● Max Emerald	200.00
● Max Jet	200.00
● Max Pearl	200.00
● Max Ruby	200.00
● Max Sapphire	200.00
● Natural Selection	28.00
● Nether Shadow	4.00
● Nettling Imp	3.00
● Nevinyrral's Disk	8.00
● Nightmare	10.00
● Northern Palodin	8.00
● Obsidian Golem	1.00
● Orcish Artillery	1.00
● Orcish Oriflamme	1.00
● Personal Incarnation	4.50
● Phantasmal Forces	1.00
● Phantom Monster	1.00
● Piran Ship	4.00
● Plateau	28.00
● Power Surge	3.50
● Psionic Blast	25.00
● Pyreloce	2.00
● Raging River	37.00
● Red Ward	1.00
● Regrowth	4.25
○ Resurrection	2.00
● Reverse Damage	5.50
● Righteousness	5.00
● Roc of Kher Ridges	10.00
● Rock Hydra	12.00
● Rod of Ruin	1.00
● Royal Assassin	15.00
● Sacrifice	1.50

★ Savannah	20.00
★ Savannah Lions	6.50
● Scavenging Ghoul	1.00
★ Scrubland	20.00
★ Sedge Troll	10.50
● Sengir Vampire	4.50
○ Serra Angel	7.00
★ Shivan Dragon	22.00
● Simulacrum	1.00
■ Sinkhole	14.00
● Siren's Call	1.00
● Sleight of Mind	4.00
★ Smoke	4.00
● Sol Ring	2.50
● Soul Net	8.00
★ Stasis	5.00
● Steel Artifact	1.00
● Stone Giant	1.00
★ Sunglasses of Urza	4.00
○ Swords of Plowshares	2.50
★ Taiga	21.00
● Thicker Basilisk	1.50
★ Thoughtseize	2.50
● Throne of Bone	1.00
★ Timber Wolves	4.00
● Time Vault	60.00
★ Time Walk	188.00
● Timetwister	125.00
● Tropical Island	20.00
● Tsunami	1.00
★ Tundra	21.00
● Tunnel	1.00

● Warp Artifact	2.50
● Water Elemental	1.00
● Web	3.00
★ Wheel of Fortune	14.00
○ White Knight	2.25
● White Ward	1.00
★ Will-O'-The-Wisp	7.00
● Winter Orb	5.50
● Wooden Sphere	.75
★ Word of Command	45.00
★ Wrath of God	9.00
★ Zombie Master	5.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards) \$300.00
 Starter Deck (60 cards) 25.00
 Starter Box (10 decks) 235.00
 Booster Pack (15 cards) 9.00
 Booster Box (36 packs) 280.00
 All unlisted cards are worth the same as Unlimited.

● Aladdin's Lamp 3.00
 ● Sorceress Queen 5.00
 ● Taiga 16.00
 ● Titania's Song 3.00
 ● Tropical Island 16.00
 ● Tundra 16.00
 ● Underground Sea 16.00
 ● Unstable Mutation 25
 ● Volcanic Island 16.00



TOP 10 HOTTEST CARDS

9) Oath of Druids

Nothing's worse than having the short end of the candy loot at the end of the night. Oath of Druids helps to avoid the *Magic* equivalent of a candy bag full of health food. For every tasty creature morsel that your opponent has, you get one as well.

★ Two-Headed Giant of Forays	46.00
● Underground Sea	20.00
● Utihen Troll	1.00
★ Verduran Enchantress	3.50
● Vesuvian Doppelganger	20.00
● Veteran Bodyguard	9.00
● Volcanic Eruption	4.00
● Volcanic Island	20.00
● Wall of Air	1.00
● Wall of Bone	1.00
● Wall of Brambles	1.00
● Wall of Fire	1.00
● Wall of Ice	1.00
● Wall of Stone	1.00
● Wall of Swords	1.25
● Wall of Water	1.00
● Wonderlust	.50
● Atog	25
● Badlands	16.00
● Basalt Monolith	2.50
● Bayou	16.00
● Birds of Paradise	7.00
● Bottle of Suleiman	2.50
● Brass Man	1.00
● Clone	6.00
● Contract From Below	4.00
● Crumble	1.00
● Dancing Scimitar	3.00
● Demonic Attorney	3.00
● Demonic Hordes	12.50
● Demonic Tutor	5.00
● Desert Twister	1.00
● Dragon Engine	2.00
● Dwarven Weaponsmith	1.25

● Ebony Horse	2.00
● El-Hojjai	3.50
● Energy Flux	.50
● Erg Raiders	.25
● Eye for Eye	3.50
● Flying Carpet	3.25
● Hurkyl's Recall	3.00
● Island Fish Jacsnius	3.00
● Ivory Tower	5.50
● Jandor's Ring	2.00
● Jandor's Saddlebags	2.00
● Kird Ape	1.50
● Magnetic Mountain	3.00
● Magic Djinn	6.00
● Millstone	6.00
● Mishra's War Machine	3.00
● Onulet	2.00
● Ornithopter	.50
● Plateau	16.00
● Primal Clay	2.00
● Rock, The	1.00
● Reconstruction	.25
● Reverse Polarity	.25
● Rocket Launcher	5.00
● Savannah	16.00
● Scrubland	16.00
● Serendib Efreet	8.00
● Shatterstorm	1.50
● Sol Ring	5.00
● Sorceress Queen	5.00
● Taiga	16.00
● Titania's Song	3.00
● Tropical Island	16.00
● Tundra	16.00
● Underground Sea	16.00
● Unstable Mutation	25
● Volcanic Island	16.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$250.00
Starter Deck (60 cards)	9.95
Starter Box (10 decks)	85.00
Booster Pack (15 cards)	3.25
Booster Box (36 packs)	100.00
Unlisted Commons	.15
Unlisted Uncommons	.50
● Air Elemental	.75
● Aladdin's Lamp	3.00
● Aladdin's Ring	3.50
● Angry Mob	1.00
● Animate Dead	.50
●Animate Wall	2.50
● Ankh of Mishra	3.00
● Armageddon	7.00
● Armageddon Clock	3.00
● Ashes to Ashes	1.00
● Aspect of Wolf	3.00
● Bad Moon	6.00
● Balance	5.00
● Ball Lightning	10.00
● Birds of Paradise	7.00
● Black Mana Battery	3.00
● Blessing	4.00
● Blue Mana Battery	2.50
● Bottle of Suleiman	2.50
● Brass Man	.75
● Bronze Tablet	2.50
● Carrion Ants	2.50
● Chaosoice	1.50
● Circle of Protection: Artifact	2.00
● Clockwork Avian	3.00
● Clockwork Beast	3.00
● Cockatrice	4.50
● Colossus of Sardaa	6.00
● Control Magic	1.00
● Corpse	2.00
● Cosmic Horror	3.00
● Counterspell	1.00
● Crimson Manticoire	3.00
● Crusade	6.50
● Cursed Land	0.50
● Deathlace	2.00
● Dingus Egg	4.00
● Disrupting Scepter	4.00
● Divine Transformation	1.50
● Dragon Engine	1.50
● Dragon Whelp	1.75
● Drain Power	4.00
● Earthquake	5.00
● Ebony Horse	2.00

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED □ WHITE ■ LAND

■ COMMON ■ UNCOMMON ■ RARE

★ Volcanic Eruption	3.00
● Wanderlust	.50
★ Warp Artifact	2.00
★ Web	2.50
★ White Mana Battery	2.75
● Whirling Dervish	1.25
★ Will-O'-The-Wisp	6.00
★ Winds of Change	3.00
● Winter Blast	1.00
★ Winter Orb	5.00
★ Wrath of God	8.00
● Xenic Poltergeist	2.00
★ Zombie Master	3.50

FIFTH EDITION

WIZARDS OF THE COAST® 1997

Full Set (449 cards)	325.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	10

Abbey Gargoyles	50
● Abyssal Specter	1.00
● Adarkor Wastes	5.00
● Aether Storm	75
● Air Elemental	1.00
● Akron Legionnaire	2.50
★ Aladdin's Ring	2.50
● An-Havay Constable	3.00
● Angry Mob	50
● Animate Dead	50
● Animate Wall	2.50
● Ank of Mishra	4.00
● Anti-Magic Aura	50
● Ar่อน's Ara	50
● Armageddon	7.00
● Ashes to Ashes	50
● Ashnod's Altar	50
★ Aspect of Wolf	3.50
● Atog	50
● Azure Drake	.75
● Bad Moon	6.00
★ Ball Lightning	9.00
● Bar'l's Cage	2.50
● Binding Grasp	1.00
★ Birds of Paradise	6.00
● Black Knight	2.00
● Blight	50
★ Blinking Spirit	6.00
● Bog Wraith	50
● Bottle of Suleiman	3.00
★ Bottomless Vault	3.00
● Breeding Pit	1.50
● Broken Visage	3.00
★ Brushland	5.00
● Caribou Range	3.50
● Carrion Ants	2.00
● Castle	50
● Cave People	50
● CoP: Artifacts	1.00
★ City of Brass	8.00
● Clockwork Beast	3.00
● Clockwork Steed	50
★ Cockatrice	3.50
● Colossus of Sardia	5.50
● Conquer	1.00
● Coral Helm	2.50
● Craw Giant	1.00
● Crimson Mantidore	3.50
★ Crown of the Ages	4.00
● Crumble	.25
● Crusade	6.00
● Cursed Land	50
● Crystal Rod	50
● Dance of Many	3.50
★ Dancing Scimitar	2.50
● Deathgrip	.75
● Deflection	8.00
★ Derelor	3.50
● Desert Twister	.75
● Detonate	50
● Diabolic Machine	50
● Dingus Egg	3.00
● Disrupting Scepter	3.50
● Divine Transformation	1.00
● Dragon Engine	2.50
● Drain Power	4.00
● Dust to Dust	50
● Dwarven Catapult	50
● Dwarven Hold	3.50
● Dwarven Ruins	.75
● Earthquake	4.75
● Efion Stronghold	75

★ Elder Druid	4.00
★ Elkin Bottle	3.00
★ Elven Riders	.75
Elvish Archers	3.50
Energy Flux	.50
★ Evil Eye of Orms-by-Gore	.75
Evil Presence	.50
★ Eye for an Eye	3.00
Fallen Angel	1.50
Feedback	.50
Feldon's Cone	1.50
Fellwar Stone	1.00
★ Feroz's Ban	2.50
Fire Drake	.75
Flame Spirit	.75
Flashfires	.50
Flying Carpet	2.50
Force of Nature	5.00
Forget	3.00
Fountain of Youth	.75
Fungusaur	3.50
★ Fyndhorn Elder	.75
★ Game of Chaos	3.50
Gauntlets of Chaos	4.00
Glacial Wall	.50
Glosses of Urza	.50
★ Orcish Artillery	.50
● Orcish Captain	.50
● Orcish Flamethrower	.75
★ Orcish Squatters	4.00
★ Order of the Sacred Torch	3.50
○ Order of the White Shield	.50
★ Orgg	3.00
● Ornithopter	.50
● Pentagram of the Ages	4.00
★ Personal Incarnation	4.00
● Phantasmal Forces	.50
● Phantom Monster	.50
Pirate Ship	2.50
● Power Sink	.50
★ Primal Clay	2.50
★ Primal Order	5.00
● Primordial Ooze	.50
● Pyroblast	.75
● Pyrotechnics	.75
● Rabid Wombat	.50
● Radjan Spirit	.50
★ Rag Man	3.00
● Recall	3.00
● Reverse Damage	4.00
● Righteousness	4.00
● Rod of Ruin	.50
● Stampede	3.00
● Stasis	4.50
● Steel Artifact	.50
● Stone Giant	.50
● Stone Spirit	.50
● Stromgald Cabal	4.00
★ Sulfurous Springs	5.00
● Sylvan Temple	.50
● Sylvan Library	3.00
● Tawnos's Weaponry	.50
● Thicker Basilisk	.75
● Throne of Bone	.50
● Thrull Retainer	.50
★ Time Bomb	4.00
● Time Elemental	6.00
● Titania's Song	3.00
★ True	2.50
● Tsunami	.50
● Underground River	.50
● Undrowned Wilds	.50
● Urza's Avenger	4.00
● Urza's Boubble	.50
● Verduran Enchantress	3.00
● Wall of Air	.50
● Wall of Bone	.50
● Wall of Brambles	.50



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TOP 10 HOTTEST CARDS

8) Wrath of God

Halloween was started long ago when some druid-esque type got together and gave each other yummy munchies. At the same time, Wrath of God landed itself on the Top 10 card list, and has remained ever since. No druids, but great for stacking graveyards and emptying playing fields all the same.

● Ruins of Trokair	.75	● Wall of Fire	5.00
○ Sacred Boon	.50	● Wall of Stone	.50
★ Sand Silos	3.00	○ Wall of Swords	.50
● Sea Spirit	.75	● Wonderlust	.50
● Sea Sprite	.50	★ Warp Artifact	2.00
● Seasinger	1.00	● Whirling Derivish	1.50
● Segovian Leviathan	.50	○ White Knight	1.50
★ Sengir Autocrat	3.50	● Wind Spirit	.50
☆ Seraph	6.00	★ Winds of Change	3.00
★ Serpent Generator	4.00	● Winter Blast	.75
○ Serro Bestiary	.50	★ Winter Orb	4.00
○ Serro Paladin	.75	● Wolverine Pack	.50
● Shapeshifter	1.00	● Wooden Sphere	.50
● Shatterstorm	1.00	● Word of Blasting	.50
● Shivan Dragon	15.00	★ Wrath of God	8.00
● Sibilant Spirit	5.00	★ Wretched, The	5.00
● Skull Catapult	.75	● Wyului Wolf	3.50
● Sleight of Mind	3.00	★ Xenic Poltergeist	2.50
● Smoke	3.00	● Zombie Master	4.00
★ Sorceress Queen	4.00	● Zur's Weirding	4.00
● Soul Net	.50		
● Spirit Link	2.50		
		● Serendip Etree	25.00
		● Shahrazad	26.00
		● Sindbad	5.00
		★ Singing Tree	40.00
		● Sorceress Queen	10.00
		● Stone-throwing Devils	5.00
		● Unstable Mutation	1.50
		● War Elephant	2.00
		● Wyului Wolf	4.00
		★ Ydwyn Etree	12.00

ARABIAN NIGHTS

WIZARDS OF THE COAST - 1993

**Full Set (78 cards) \$900.00
Booster Pack (8 cards) 90.00
Booster Box (10 packs) 4,000.00**

○	Abu Ja'far	5.00
★	Aladdin	9.00
★	Aladdin's Lamp	6.00
★	Aladdin's Ring	6.00
●	All Baba	5.00
●	All from Cairo	95.00
□	Army of Allah	6.00
●	Bazaar of Baghdad	18.00
■	Bird Maiden	1.50
★	Bottle of Suleiman	6.50
●	Brass Man	4.00
□	Camel	3.00
★	City in a Bottle	20.00
●	City of Brass	25.00
■	Cuorimbaj Witches	1.00
●	Cyclone	5.00
★	Dancing Scimitar	6.00
●	Dandan	2.00
■	Desert	4.00
		0.00

Desert Twister	4.50
Diamond Valley	70.00
Drop of Honey	50.00
Ebony Horse	6.00
El-Hajjaj	7.00
Elephant Graveyard	30.00
Erg Raiders	1.50
Eruham Djinn	28.00
Eye for an Eye	6.00
Fishliver Oil	1.00
Flying Carpet	6.00
Flying Man	5.00
Ghazban Ogre	1.50
Giant Tortoise	1.00
Guardian Beast	66.00
Hasran Dregss	1.00
Hurr Jackal	3.00
Ift-Biff Erefet	34.00
Island Fish Jasonus	6.00
Island of Wak-Wak	41.00
Jandor's Ring	6.00
Jandor's Saddlebags	6.00
Jeweled Bird	5.00
Jihad	50.00
Junur Erefet	9.00
Juzom Djinn	180.00
Khabal Ghoul	40.00
King Suleiman	20.00
Kirk Ape	3.00
Library of Alexandria	200.00
Magnetic Mountain	6.00
Merchant Ship	8.00
Metamorphosis	2.00
Mijje Djinn	9.00
Moorish Cavalry	5.00
Mountain	7.50
Nafs Asp	1.50
Oasis	4.00
Old Man of the Sea	40.00
Obliufie	5.00
Piety	1.00
Pyramids	29.00
Repentant Blacksmith	4.00
Ring of Ma'ruf	36.00
Rukh Egg	12.50
Sandals of Abdallah	8.00
Sandstorm	1.00
Serendib Djinn	25.00
Serendib Erefet	25.00
Shohrozad	26.00
Sindbad	5.00
Singing Tree	40.00
Sorceress Queen	10.00
Stone-Throwing Devils	5.00
Unstable Mutation	1.50
War Elephant	2.00
Wyluli Wolf	4.00
Ydwen Erefet	12.00

ANTIQUITIES

ANTIQUITIES —
WIZARDS OF THE COAST, 1994

Full Set (100 cards) \$300.00
 Booster Pack (8 cards) 22.00

■ Amulet of Kroog	1.00
★ Argivian Archeologist	40.00
□ Argivian Blacksmith	1.00
■ Argonian Pixies	.75



price guide

Argothian Treefolk	75
Armageddon Clock	5.00
Artifact Blast	1.00
Artifact Possession	75
Artifact Ward	1.00
Ashmod's Altar	2.50
Ashmod's Battle Gear	2.00
Ashmod's Transmogrify	2.00
Atog	1.75
Battering Ram	75
Bronze Tablet	5.00
Condolabro of Towns	45.00
Circle of Protection: Artifact	8.00
Citron Druid	3.00
Clockwork Avian	8.00
Colossus of Sardia	10.00
Coral Helm	5.00
Cursed Rock	2.25
Damping Field	3.00
Detonite	3.25
Drafter's Restoration	1.00
Dragon Engine	75
Dwarven Weaponsmith	2.00
Energy Flux	2.00
Feldon's Cane	11.00
Goe's Avenger	15.00
Gate to Phyrexia	3.00
Goblin Artisans	1.50
Golgorthian Sylex	8.00
Grapeshot Catapult	75
Haunting Wind	2.50
Hurkyl's Recall	4.50
Ivory Tower	8.00
Julum Tome	5.00
Martyrs of Koris	5.00
Mightystone	4.00
Millstone	8.00
Mishra's Factory	10.00
Mishra's Factory (Winter)	15.00
Mishra's War Machine	4.00
Misha's Workshop	34.00
Obelisk of Undoing	8.00
Ondule	2.00
Orcish Mechanics	75
Ornithopter	1.00
Phyrexian Gremmies	4.00
Power Artifact	4.00
Powerleech	3.00
Priest of Yawgmoth	75
Primal Clay	2.50
Rock, The	3.00
Rokalite	2.00
Reconstruction	1.00
Reverse Polarity	1.00
Rocket Launcher	4.00
Sage of Lot-Nam	75
Shapeshifter	6.00
Shadowstorm	5.50
Staff of Zegon	75
Strip Mine	10.00
Strip Mine (sky picture)	11.00
Su-Chi	5.00
Tablet of Ephyrr	75
Townes's Coffin	25.00
Townes's Wand	2.00
Townes's Weaponry	2.50
Tetrovis	7.50
Tritonia's Song	3.00
Transmute Artifact	3.50
Triskelion	7.50
Urza's Avenger	9.00
Urza's Chalice	1.00
Urza's Mine	5.00
Urza's Mitter	8.00
Urza's Power Plant	50
Urza's Tower	50
Wall of Spears	1.75
Weekstone	3.50
Xenic Poltergeist	3.50
Yawgmoth Demon	10.00
Yotion Soldier	75

LEGENDS

WIZARDS OF THE COAST - 1994

Full Set (310 cards) \$975.00
 Booster Pack (15 cards) 35.00
 Booster Box (36 packs) 1,050.00
 Unlisted Commons .50

Abomination	2.00
★ Abyss, The	75.00
★ Acid Rain	18.00
★ Adrin Oakshield	12.00
● Adventurer's Guildhouse	2.00
★ Arathi Berserker	5.00
★ Aeling Leprechaun	1.00
★ Akron Legionnaire	6.00
★ All Hollow's Eve	40.00
★ Al-baron's Carpet	10.00
★ Anchor's Tomb	10.00
★ Angelic Voices	10.00
★ Angus Mackenzie	10.00
■ Ant-Magic Aura	1.50
★ Arboria	4.50
★ Arcades Sabbath	15.00
★ Arena of the Ancients	6.00
■ Avoid Fate	1.00
★ Axielrod Gunnarson	10.00
★ Ayasha Tanaka	7.50
■ Azur Drake	3.00
● Backdraft	3.00
■ Backfire	3.00
■ Barbary Apes	1.00
■ Barooth Warbeard	4.00
■ Bartel Runeweave	12.00
■ Crimson Kobolds	1.00
■ Crookshank Kobolds	1.00
■ Dakton Blackblade	12.00
■ D'Avant Archer	75
■ Darkness	1.00
■ Deadfall	3.00
● Demonic Torment	4.00
■ Devouring Deep	1.00
★ Disarray	11.50
■ Divine Intervention	10.00
■ Divine Offering	1.00
■ Divine Transformation	7.00
■ Dream Coat	4.00
■ Dworan Song	4.00
■ Elder Land Wurm	8.00
■ Elder Spawn	9.00
■ Elven Riders	6.00
■ Enchanted Being	1.00
■ Enchantment Alteration	1.00
■ Equinox	3.00
● Eternal Warrior	2.00
■ Eureka	36.00
■ Evil Eye of Orms-By-Gore	4.00
● Fallen Angel	6.00
■ Falling Star	10.00
■ Great Wall	4.00
■ Greater Realm of Preservation	6.00
■ Greed	7.00
■ Green Mana Battery	5.00
■ Gwendolin Di Corci	14.00
■ Halfdane	11.00
■ Hammerheim	5.00
■ Hazeron Tamar	15.00
■ Headless Horseman	1.00
■ Heaven's Gate	4.00
■ Hell Swarm	1.00
■ Hell's Caretaker	15.00
■ Hellfire	20.00
■ Holy Day	1.00
■ Horn of Deafening	6.00
■ Hornet Cobra	1.00
■ Horror of Horror	5.00
■ Hunting Gjonnser	5.00
■ Hyperion Blacksmith	4.00
■ Ichneumon Druid	4.00
★ Imprison	11.00
■ In the Eye of Chaos	12.00
■ Indestructible Aura	75
■ Infernal Medusa	6.00
■ Infinite Authority	12.00
■ Invoke Prejudice	13.00
■ Ivory Guardians	3.50
■ Jacques le Vert	12.00
■ Jasmine Borealis	4.00
■ Jedi Ojinon	4.00
■ Jerrard of the Closed Fist	4.00
■ Johan	13.00
■ Jovial Evil	16.00
■ Juxtapose	8.00
■ Karakas	5.00
■ Kasimir the Lone Wolf	4.00
■ Kei Takahashi	8.00
■ Killer Bees	10.00
■ Kismet	5.00
■ Knowledge Vault	10.00
■ Kobold Drill Sergeant	8.00
■ Kobold Overlord	15.00
■ Kobold Taskmaster	8.00
■ Kobolds of Kher Keep	1.00
■ Kry Shield	4.00
■ Lady Callisto	12.00
■ Lady Evangelia	11.00
■ Lady of the Mountain, The	5.00
■ Lady Orc	5.00
■ Land Equilibrium	16.00
■ Land Tax	9.00
■ Land's Edge	10.00
■ Lesser Werewolf	4.00
■ Life Chisel	4.00
■ Life Matrix	12.50
■ Lifeblood	12.00
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Sacrifice a creature, Return Recurring Nightmare to owner's hand: Put target creature card from your graveyard into play. Play this ability as a sorcery.

"I am confined by sleep and defined by nightmare."

—Crovax

Illus. Jeff Laubenstein

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TOP 10 HOTTEST CARDS

7) Recurring Nightmare

On the off chance that there's anything left in your arsenal that's not dead yet, you can take this chance to whack it yourself. That's right, the "make your dead dance" theme continues. With the Nightmare on your side, you can sacrifice something lame and bring out something cool. Butter.

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IN QUEST

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THE DARK

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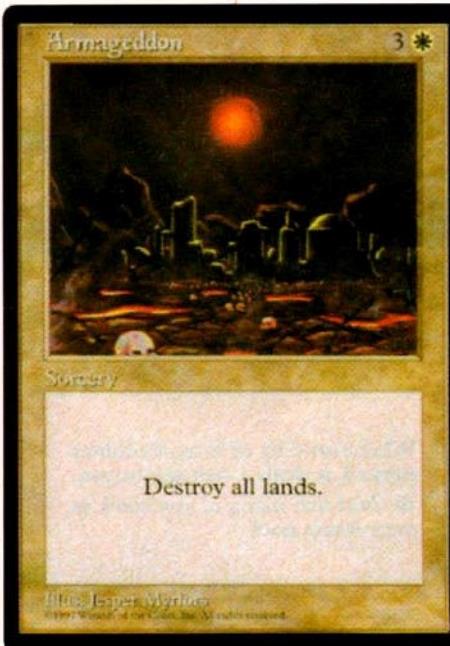
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● Goblin Snowman	5
★ Gravebind	2.0
○ Green Scarab	5
○ Hollowed Ground	7
★ Halls of Mist	3.0



TOP 10 HOTTEST CARDS

6) Armageddon

Will the carnage ever cease? In a word, nope. Like drinking Drano, Armageddon will clean you out and leave you with a burning sensation inside. Unlike Drano, with proper planning you'll live. And it won't turn your tongue blue.

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●	Hecatomb	6.0
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○	Hippocampus	5.0
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●	Hurricane	7.0
●	Hypothalamic Lemure	7.0
●	Hymn of Rebirth	7.0
★	Ice Cauldron	4.0
●	Ice Floe	1.0
●	Iceberg	7.0
●	Icequake	1.5
●	Ice Manipulator	9.0
●	Ice Prison	4.0
●	Illusionary Presence	3.0
●	Illusionary Terrain	7.0
●	Illusions of Grandeur	4.0
★	Infernal Darkness	2.0
★	Infernal Denizen	3.0
●	Infinite Hourglass	4.0
★	Jester's Cap	15.0
★	Jester's Mask	10.5
●	Jeweled Amulet	7.0

★ Cursed Totem	5.00
★ Cycle of Life	3.50
★ Daring Apprentice	3.50
★ Discordant Spirit	4.50
● Dissipate	2.50
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Snake Basket	6.50
Squandered Resources	5.00
Stampeding Wildbeests	1.00
Suleiman's Legacy	4.00
Summer Bloom	1.00
Teferi's Puzzle Box	5.50

WEATHERLIGHT

WIZARDS OF THE COAST - 1997

Full Set (167 cards)	175.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	10
Unlisted Uncommons	1.00



TOP 10 HOTTEST CARDS

4) Dual Lands

Everybody loves dual lands, and what's not to love? You get your choice of two types of mana whenever you visit one. When we're trick-or-treating, we love going to houses that give you a choice...and we hate those houses that always give you Bit-O-Honey.

● Ancestral Knowledge	6.00
Avizoo	4.50
● Barishi	.50
Bone Dancer	4.50
Bossum Strip	6.00
Bubble Matrix	6.00
Call of the Wild	5.00
● Chimeric Sphere	1.00
● Debt of Loyalty	5.50
Dense Foliage	5.00
Dingus Staff	1.25
● Doomsday	6.00
Dwarven Thaumaturgist	4.50
Ertai's Familiar	5.00
Fervor	7.00
● Firestorm	7.00
● Foriyous Brigade	7.5
Fungus Elemental	5.00
Gaed's Blessing	1.00
Gallowbriar	4.50
Gemstone Mine	3.75
Goblin Bomb	6.00
Heart of Bogardan	5.00
Heat Stroke	5.00
Hurloon Shaman	7.5
Infernal Tribute	6.00
Inner Sanctum	4.00
● Liege of the Hollows	5.00
Lotus Vale	15.00
● Mana Web	6.50
Maraxus of Keld	6.00
● Marinfen	5.00
Mwonvuli Ooze	4.50
Nature's Resurgence	4.50
● Noble Benefactor	7.5
Null Rod	4.50
Orcish Settlers	2.00
Paradigm Shift	5.00
Peacekeeper	6.00
Pendrell Mists	6.50
Phantom Walker	1.50
Psychic Vortex	4.00
Releant	1.00
Scorched Ruins	6.00
Serenity	6.00
● Serra's Blessing	1.50
Southern Paladin	6.25
Tariff	5.00
Teferi's Veil	.50
Thran Tome	4.50
● Thundermire	8.50
Tololian Entrancer	5.00
Tololian Serpent	.50
Touchstone	.50
● Tranquill Grove	6.50
● Urborg Justice	4.50
● Urborg Stalker	5.00
● Volunteer Reserves	1.50
Wave of Terror	5.00
Well of Knowledge	6.00
Winding Canyon	6.00
Xanthic Statue	5.00

TEMPEST

WIZARDS OF THE COAST - 1997

Full Set (335 cards)	265.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Starter Box (12 decks—pre-constructed)	75.00

● Unlisted Commons	.15
Unlisted Uncommons	1.00
● Altar of Dementia	.50
● Aluren	8.00
● Angelic Protector	1.00
● Apes of Rath	.75
● Apocalypse	6.00
● Auratog	4.00
● Avenging Angel	6.00
● Bellowing Fiend	4.00
● Benthe Behemoth	5.00
● Booby Trap	7.00
● Bottle Gnomes	2.50
● Bounty Hunter	5.00
● Caldera Lake	5.00
● Canyon Drake	3.25
● Copsicle	.25
● Carrionette	4.00
● Chaotic Goo	3.75
● Corpse Dance	5.00
● Crazed Armodon	4.00
● Cursed Scroll	18.00
● Dauthi Embroide	1.50
● Deadshot	4.00
● Death Pits of Rath	6.00
● Dircowl Wurm	7.00
● Dracoplasm	5.00
● Drags of Sorrow	5.50
● Duplicity	5.00
● Earthcraft	5.00
● Echo Chamber	5.00
● Eladomin, Lord of Leaves	6.50
● Eladomin's Vineyard	7.50
● Elven Warhounds	4.00
● Emerald Medallion	5.00
● Emnessi Tome	4.50
● Energizer	4.00
● Ertai's Meddling	4.00
● Escaped Shapeshifter	5.00
● Extinction	4.00
● Fevered Convulsions	4.50
● Field of Souls	5.00
● Flickering Ward	1.00
● Flowstone Salamander	.75
● Flowstone Sculpture	4.00
● Flowstone Wyvern	4.00
● Fool's Tome	4.50
● Fugitive Druid	4.00
● Furnace of Rath	6.50
● Fylamord	1.25
● Gerard's Battle Cry	5.00
● Goblin Bombardment	1.50
● Grindstone	7.00
● Hand to Hand	4.00
● Hanna's Custody	4.25
● Heartwood Giant	4.50
● Helm of Possession	6.50
● Humility	7.50
● Interdict	1.25
● Intuition	5.00
● Jockal Pop	1.00
● Jet Meddler	5.50
● Jinxed Idol	4.50
● Kezzerdix	4.00
● Knight of Dawn	1.50
● Knight of Dusk	1.50
● Krakilin	1.50
● Legacy's Allure	1.25
● Light of Day	1.25
● Living Death	7.00
● Lobotomy	2.00
● Lotus Petal	1.00
● Maddening Imp	4.00
● Magmasaur	4.50
● Magnetic Web	4.00
● Mana Severance	5.00
● Marble Titan	4.00
● Mawcor	4.00
● Maze of Shadows	1.25
● Meditate	9.00
● Minion of the Wastes	5.00
● Mim's Guile	5.00
● Mogg Cannon	.75
● Mongrel Pack	4.00
● Nature's Revolt	6.00
● No Quarter	3.50
● Oracle on Vec	4.00
● Oriim, Samite Healer	4.50
● Overrun	3.00



price guide

★ Pallimud	4.00
● Patchwork Gnomes	.75
★ Pearl Medallion	5.00
● Pegasus Refuge	5.00
● Phyrexian Grimoire	4.00
★ Pine Barrens	5.50
★ Precognition	5.00
● Propaganda	2.00
● Puppet Strings	1.50
● Rain of Tears	1.50
★ Rath Dragon	12.00
● Reanimate	1.00
★ Recycle	6.00
★ Reflecting Pool	11.00
● Renegade Warlord	1.25
○ Repentance	1.00
● Root Maze	4.00
● Rootwater Depths	1.00
● Rootwater Matharch	5.00
● Rootwater Shaman	3.75
● Ruby Medallion	5.00
● Sacred Guide	4.00
● Safeguard	4.00
● Soil Flats	5.00
● Sapphire Medallion	7.00
● Sarcomancy	5.00
● Scabland	5.00
● Scalding Tongs	5.00
● Scorched Earth	4.50
● Scraggooth	2.00
● Screamching Harpy	.75
● Scroll Rock	7.00
● Selenia, Dark Angel	6.00
★ Shock	6.00
● Sky Spirit	1.25
● Skyshroud Forest	5.50
● Skyshroud Vampire	1.25
● Solari Emissary	5.00
● Solari Guerrillas	4.50
○ Solari Monk	1.25

STRONGHOLD

WIZARDS OF THE COAST - 1998

Full Set (143 cards)	180.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Unlisted Commons	.15
Unlisted Uncommons	1.00
● Acidic Sliver	1.50
★ Amok	3.00
● Awakening	4.00
● Bottomless Pit	1.50
● Burgeoning	5.00
● Carnassid	4.50
★ Crovax the Cursed	4.50
● Crystalline Sliver	2.25
● Dream Halls	5.50
● Ensnaring Bridge	7.00

Cataclysm

2 *



Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight dragged the Predator behind it, the cradle hauling the casket.

Illus. Jim Nelson

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TOP 10 HOTTEST CARDS**3) Cataclysm**

Finally, the near perfect spell for clearing house. Both you and your opponent must choose, but choose wisely. After all, with the latest in an illustrious line of white spells that kill stuff, your playing field is going to be emptier than a showing of "The Avengers."

Cursed Scroll

1



Artifact

3, ♀: Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.

Illus. D. Alexander Gregory

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TOP 10 HOTTEST CARDS**2) Cursed Scroll**

This one fits all of the criteria for making a name of itself in the upper echelon of the Top 10. Easy to bring out? Check. Wide range of possibilities? Check. Banned in most casual tournaments? Check. Will instill the wrath of whomever you may be playing against at the time? Check.

● Cunning	.15
● Curiosity	1.25
■ Cursed Flesh	.15
● Dauthi Cutthroat	1.00
● Dauthi Jackal	.15
● Dauthi Warlord	1.25
● Death's Due	.15
● Dazzling Gaze	.15
● Dominating Lich	6.50
● Elven Palssode	1.00
● Elvish Berserker	.15
● Entropic Specter	4.00
● Feeder	75
● Spike Worker	.25
● Spindrift Drake	.25
● Spined Wurm	.25
□ Spirit en-Kor	.25
● Spitting Hydra	4.50
● Stronghold Assassin	5.00
★ Sword of the Chosen	3.50
○ Temper	1.50
● Tholokos Deceiver	4.00
● Tidal Surge	.25
● Tidal Warrior	.25
● Torture Existence	.25
● Vulnerable Monk	.25
● Verdant Touch	4.50
● Virtuous Sliver	1.50
● Volrath's Gardens	4.00
● Volrath's Laboratory	4.50
● Volrath's Shapeshifter	5.00
● Volrath's Stronghold	7.50
● Wall of Essence	1.00
● Wall of Souls	1.00
● Warrior Angel	6.00
● Youthful Knight	.25
● Oath of Ghouls	4.00
● Oath of Lieges	5.00
★ Oath of Mages	3.50
● Oath of Scholars	5.00
● Ogre Shaman	4.00
● Onslaught	.15
● Paladin en-Vec	6.00
● Pandemonium	6.00
● Paroxysm	1.00
● Peace of Mind	1.00
● Pegasus Stampede	1.00
● Penance	.125
● Pit Spawn	5.50
● Plaguebearer	4.50
● Plated Rootwallow	.15
● Predatory Hunger	.15
● Price of Progress	1.50
● Pygmy Troll	.15
● Rabid Wolverines	.15
● Raging Goblin	.15
● Ravenous Baboon	5.00
□ Reaping the Rewards	.15
● Reckless Ogre	.15
● Reclaim	.15
● Reconnaissance	.100
★ Recurring Nightmare	5.00
● Resuscitate	3.00
● Robe of Mirrors	.15
● Rootwater Alligator	.15
● Rootwater Mystic	.15
● Sabertooth Wyvern	1.00
● Scalding Salamander	1.00
● Scan Tactics	.15
● School of Piranha	.15
● Scavenger	1.00
● Seismic Assault	5.50
● Shackles	.15
● Shattering Pulse	.15
● Shield Mate	.15
● Skyshroud	1.00
● Skyshroud Elite	1.00
● Skyshroud War Beast	5.00
● Slaughter	1.50
● Solari Visionary	.15
● Song of Serenity	1.00
● Sunburst	.15
● Soul Warden	.15
● Spellbook	1.25
● Spellslock	1.25
● Sphere of Resistance	4.00
● Spike Cannibal	1.00
● Spike Hatchet	3.50
● Spike Rogue	1.00

Living Death

300

Sorcery

Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside in this way into play under its owner's control.

Illus. Charles Gillespie

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TOP 10 HOTTEST CARDS**1) Living Death**

The final word in Halloween cards. It smells kinda like All Hallows' Eve, with its put-card-from-graveyard-into-play shtick. It's just the move to pull off after wiping your sorry little opponent clean with some mass death move or another. Bring the dead back, and let the whupping commence.

★ Spike Weaver	4.00	★ I'm Rubber, You're Glue	4.00
□ Standing Troops	1.5	★ Incoming!	6.00
★ Survival of the Fittest	5.00	★ Infernal Spawn of Evil	4.00
★ Thalokos Drifters	3.50	● Island	75
■ Thalokos Scout	1.5	● Jack-in-the-Mox	8.50
■ Theft of Dreams	1.5	★ Jester's ASombrero	7.00
★ Thopter Squadron	3.50	● Jumbo Imp	75
■ Thrull Surgeon	1.5	● Landfill	4.00
■ Transmogrifying Lijd	1.00	● Lexicon	75
○ Treasure Hunter	1.00	★ Look at Me, I'm the DCI	4.50
● Treasure Trove	1.50	★ Mine, Mine, Mine!	5.50
■ Vampire Hounds	1.5	● Mirror Mirror	5.50
★ Volrath's Dungeon	5.00	● Miss Demeanor	75
☆ Wall of Nets	4.00	● Mountain	75
■ Wayward Soul	1.5	★ Once More with Feeling	4.00
□ Welkin Hawk	1.5	★ Ow	4.00
■ Whiptongue Frog	1.5	● Plains	75
■ Wood Elves	1.5	★ Psychic Network	5.50
★ Workhorse	3.50	● Ricochet	75
○ Zealots en-Dal	1.00	● Sorry	75

UNGLUED

WIZARDS OF THE COAST - 1998

Full Set (94 cards)	75.00
Booster Pack (9 cards)	2.00
Booster Box (48 packs)	90.00
Commons	10

★ Ashnod's Coupon	5.50
★ B.F.M. (Left)	4.00
★ B.F.M. (Right)	4.00
★ Blocker Lotus	8.50
● Bronze Calendar	75
● Bureaucracy	4.00
★ Burning Cinder Fury	5.50
★ Cardboard Carapace	5.50
● Censorship	75
○ Charm School	75
● Checks and Balances	75
● Chicken à la King	4.00
● Clay Pigeon	75
● Common Courtesy	75
● Flock of Robid Sheep	75
● Forest	75
● Free-For-All	4.50
● Gervymandering	75
○ Get a Life	75
★ Giant Fan	4.00
● Goblin Tutor	75
● Handcuffs	75
● Hungry Hungry Hitler	75

PROMOTIONAL CARDS

★ Arena	7.50
★ Giant Badger	7.50
● Mono Crypt	23.00
● Nalathni Dragon	5.00
★ Sewars of Estark	5.00
★ Windseeker Centaur	5.00

WENT UP

WENT DOWN

HEAVILY TRADED

NEW SET

NOVEMBER 1998

107

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IN QUEST

price guide

BABYLON 5

PRIZED INCE PUBLISHING—1997

Full Set (446 cards)	\$150.00
Starter Deck	9.00
Starter Box (12 decks)	.95.00
Booster Pack	2.00
Booster Box	45.00
Commons	.25
Uncommons	1.00

As It Was Meant To Be	R .3.50
Babylon 5 Unrest	R .4.00
Bester	R 10.00
Bio-Weapon Discovery	R .4.00
Blessings	Pr .5.00
Blockade	R .3.50
Bombing Run	Pr .3.00
Captain Pierce	Pr 10.00
Carpe Diem	R .4.00
Casualty Reports	R .3.50
Competing Interests	R .3.50
Conflicting Desires	R .3.50
Conflicting Loyalties	R .4.00
Consolidated Position	R .3.50
Contact First Ones	Pr .6.00
Counterintelligence	R .4.00
Covert Allies	R .4.00
Crusade	R .4.00
Cultural Connections	Pr .3.00
Damage Control Team	R .4.50
Delenn Transformed	R .7.50
Demonstrative Victory	R .3.50
Despair	R .3.50
Destined to Be	Pr 20.00
Destroy the Opposition	Pr 10.00
Diplomatic Advantage	R .3.50
Disaffected (all affiliations)	R 4.00 en
Disgrace	R .3.50
Doctor Franklin	Pr 10.00
Elric	R .5.00
Emperor Turhan	R .6.50
Fleet Of The Line	R .5.75
Forced Commitment	R .3.75
Forced Evolution	R .5.00
Forced Impairment	R .4.00
Forces Collide	R .4.00
Free The Souls	R .3.50
Glory	R .3.50
Government Opposition	R .4.00
Great Machine, The	R .4.50
Grey Council Fleet	R .5.50
G'Sten	R .6.00
Harvest Souls	R .3.50
Heavy Fleet	R .4.00
Immortality Serum	R .3.50
Imperial Telepaths	R .4.50
Inevitable Destiny	R .3.50
It Will Be His Undoing	R .3.50
Jason Ironheart	R .7.00
Jha'Dur	R .5.00
John Sheridan	R 10.00
Kosh Naronek	R .7.50
Lock of Direction	Pr 15.00
Left Vulnerable	R .3.50
Louis Santiago	R .7.50
Maintain The Peace	R .4.00
Marcus Cole	R .7.00
Markab Fleet	R .4.00
Martyr	R .4.00
Minister Malochi	R .6.00
Monitored Deal	Pr .3.00
Morden	R .6.50
Motivated Leaders	R .4.00
Negotiated Surrender	R .4.00
No Escape	R .4.00
Non-Aligned Support	R .3.00
Not Meant To Be	R .4.00
Observers	R .4.00
Order Above All	R .4.50
Parliament Of Dreams	R .3.50
Paying For Sins	R .3.50
Power Posturing	R .3.50
Prolonged Talks	R .4.00
Protests	R .3.50
Public Apology	R .3.50
Racial Hatred	R .3.50
Rally The People	R .3.50
Ramming	R .4.00
Rangers Surveillance	R .4.00
Rathenn	R .5.50
Recalled To Service	R .4.00
Reverse Advances	R .3.50

THE SHADOWS EXPANSION

PRECEDENCE PUBLISHING—1998

Full Set (203 cards)	*
Booster Pack (12 cards)	2.75
Commons	.15
Uncommons	1.00

A Final Statement

WIZARDS OF THE COAST—1996

Full Set (293 cards)	\$280.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	100.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	99.00
Commons	.10
Uncommons	1.00

BATTLETECH

WIZARDS OF THE COAST—1996

Full Set (293 cards)	\$280.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	100.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	99.00
Commons	.10
Uncommons	1.00

Alex Mallory

WIZARDS OF THE COAST—1996

Alex Mallory	R 7.50
Arms Reduction	R 5.00
Atlas, AS7-K	R 5.00
Axman, AXM-1N	R 5.00
Bearer of McKenney Hammer	R 6.00
Bjorn Jorgenson	R 10.00
Candace Liao	R 8.00
Communications Failure	R 5.00
Contract w/ Gray Death Legion	R 5.00
Contract w/ Wolf's Dragoons	R 4.50
Covering Weaknesses	R 4.50
Damaged From Within	R 5.00
Dedicated Follower	R 3.50
Disciple of Light	R 4.00
Eliminate Threats	R 3.50
Emperor Cartogia	R 8.00
Erfil'zho	R 8.00
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First Leader	R 3.00
Followers of Q'uan	R 4.00
Forging Alliances	R 4.50
Gifted Leader	R 4.00
Gladiator, B Executioner	R 5.50
Coventry Metal Works	V 2.50
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Daishi, Aire Wolfe	R 16.00
Death Commando Strike	R 5.00
DEST Pilot	R 5.00
Dragonfly, A Viper	R 5.00
Elias Crichell	R 5.50
Elite Infantry	R 5.00
Evontha Felthord	R 5.00
Firestarter, FS9-S	R 5.50
Fleshman, FLS-BK	R 5.00
Galen Cox	R 7.00
Gladiator, B Executioner	R 5.50
Grayson Death Carlyle	R 8.50
Guerrilla Support	R 5.00
Guillotine, GLT-SM	R 4.50
Hanze Davion, "The Fox"	R 9.00
Heavy Industry	V 2.50
Highlander, HGN-732	R 5.00
Hoplite, HOP-AD	R 5.00
ISF Counterespionage	R 5.00
Jaime Wolf	R 8.00
Justin Xiang Allan	R 9.00
Kai Allard-Lio	R 10.50
Koshi A, Mist Lynx	R 5.00
Koshi C, Mist Lynx	R 5.00
Lancelot, LNC25-01	R 5.00
Leo Showers	R 5.50
Luck of the Fox	R 5.00
Mad Cat C, Timber Wolf	R 5.00
Man O' War A, Gorgoyle	R 5.00
Man O' War B, Gorgoyle	R 4.50
Man O' War C, Gorgoyle	R 5.00
Manipulation of Romano	R 5.00
Mark Arms Trade	V 2.50
Mariissa Morgan	R 6.50
Mosakori C, Warhawk	R 5.00
Mosakori Prime, Warhawk	R 5.00
Moskrovka Operatives	R 5.00
Mouler, MAL-TR	R 5.00

ARSENAL EXPANSION

WIZARDS OF THE COAST—1998

Full Set (108 cards)	105.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	.25
Uncommons	1.00

Airdropped Supplies

WIZARDS OF THE COAST—1998

Airdropped Supplies	R 4.00
Command Circuit	R 4.50
Coordinator Theodore Kurita	R 5.50
Cyrano	R 5.00
Dan Allard	R 5.00
Diamond Will's	R 4.50
Doc Trevendo	R 5.00
Elizabeth O'Bannon	R 5.50
Fire Falcon A	R 5.00
Hanse Davion's Legacy	R 5.00
Holovid Frameup	R 4.00
Jade Monkey	R 4.00
Jonas Marik's Legacy	R 5.50
Jerrard Cranston	R 5.00
Katrina Steiner's Legacy	R 4.50
Keith Smith	R 5.00
Kodiak	R 4.00
Lightning	R 5.50
Mad Cat Pryde	R 4.50
Magi	R 5.00
Maximillian Liao's Legacy	R 5.00
Mech Recall	R 4.00
Nightshade	R 5.00
Ontos (LRM Variant)	R 5.50
Pillager	R 4.50
Primus Sharilar Mori	R 5.00
Purna	R 4.50
Shadow Cat B	R 4.00
Steel Talon	R 4.50
Takashi Kurita's Legacy	R 5.00
Tanya O'Bannon	R 5.50
Thor M	R 5.00
Tormano Liao	R 4.00
Trial of Bloodlight	R 5.00
Trial of Refusal	R 4.00
Unlikely Love Affair	R 4.00

DOOMTOWN

FIVE RINGS PUBLISHING—1998

Full Set (175 cards)	100.00
Starter Deck (60 cards)	9.00
Booster Pack (15 cards)	3.00
Commons	.25

Ambush

FIVE RINGS PUBLISHING—1998

Ambush	R 2.50
Austin Stoker	R 3.00
Big Jake	R 3.50
Dr. Reginald Branson	R 3.00
Ezzie	R 4.00
Flamethrower	R 2.50
Gerald Klippstein	R 3.50
Get on Your Feet!	R 2.50
Government Audit	R 2.50
Holy Wheel Gun	R 2.50
Howard Findley	F 4.50
Ignacio's Exorcis	R 2.50
Jim McNeil	R 3.50
Judge Henry Warwick	R 5.00
One Eyed Ike's Locker	R 2.50
Overtime	R 2.50

EPISODE THREE EXPANSION

FIVE RINGS PUBLISHING—1998

Full Set (52 cards)	25.00
Starter Deck (60 cards)	9.00
Booster Pack (15 cards)	3.00
Commons	.25

WENT UP

FIVE RINGS PUBLISHING—1998

WENT UP	
Melissa Steiner Davion	R 9.00
Morgan Kell	R 10.00
NAIS	V 2.50
Natasha Kerensky	R 14.00
Open Supply Line	R 4.50
Orion, ONI-M	R 5.00
Perimeter Alarm	R 5.00
Phelan	R 8.50
Pryde's Pride	R 4.50
Rampage!	R 5.00
Reassigned Pilot	R 4.00
Report from the Watch	R 7.50
Romanio Liao	R 7.50
Rooki Pilot	R 5.00
Sabotaged Heat Sinks	R 5.00
Sabotaged Missiles	R 4.00
Sacrifice for the Dragon!	R 4.50
SAFE Report	R 4.00
Satchel Charges	R 4.50
Scrounger Crew	V 2.50
Shogun, SHG-ZP	R 5.00
Silver Sunburst Pilot	R 4.50
Steal "Mech	R 5.00
Subbash Indrahor	R 6.00
Sun Zhong Academy	V 2.50
Takoshi Kurito	R 10.00
Teachings of Unfinished Book	R 4.00
Theodore Kurita	R 8.00
Think Tank	V 2.00
Thomas Marik	R 7.50
Thor B, Summoner	R 5.00
Tsien Shang	R 5.50
Uller C, Kit Fox	R 5.00
Victor Steiner-Divion	R 10.00
Vulture B, Mad Dog	R 5.00
Wyvern, WVE-5N	R 5.00

WENT DOWN

FIVE RINGS PUBLISHING—1998

WENT DOWN	
Cliffs Office	R .3.00
Colorado Lodge	R .3.00
Crack Shot	R .3.00
Dead Man's Hand	R .4.00
Deputy John Templeton	R .2.50
Don't Like Yer Looks!	R .3.00
Dragon's Nest Strike	R .3.00
Drawing a Beard	R .2.50
Dust Devil	R .2.50
Dynamite Launcher	R .3.00
Earthquake	R .3.00
Eddie Bellows	R .3.00
Erik Zarkov	R .3.00
Extortion	R .2.50
Fineas von Landingham	R .2.50
Founder's Day	R .2.50
Framed	R .3.00
Fu Leng's Laundry & Tailoring	R .2.50
Full Moon	R .2.50
Gaffing Pistol	R .2.50
Getting' Outta Hand	R .2.50
Git!	R .2.50
Golden Man Hotel	R .2.50
Grave Robbin'	R .2.50
Groveyard	R .2.50
Gremilins	R .3.00
Hangin' Judge Gabriel	R .5.00
Headsman's Axe	R .2.50
Hell's Fury	R .2.50
Hideout	R .2.50
Ishani	R .2.50
Humphrey Walters	R .2.50
J.P. Coleman	F .4.00
Jail	R .2.50
LAD Saloon	R .2.50
Lady Luck	R .3.00
Lilith Vandekamp	R .2.50
Lynch Mob	R .5.00
Meredith Singleton	R .2.50
Miner's Union House	R .3.00
Nash Bilton	R .3.00
Nasty Doc's	R .3.00
Nate Hunter	R .3.00
Nice Boots, Chief	R .3.00
Oswald Hardinger	F .4.00
Out of Ammo	R .3.00
Pannin' for Gold	R .3.00
Perry's Pawnshop	R .3.00
Pharmacy	R .2.50
Rachel Sumner	R .3.00
Ray Gun	R .5.00
Rock Ridge Mine	R .3.00
Rocket Pack	R .4.00
Scalpin'	R .2.50
Scrapyard	R .3.00
Shortcut	R .2.50
Snake Eyes	R .5.00
Spike Dougan	R .3.00
St. Martin's Chapel	R .2.50
Still	R .2.50
The 1st Bank of Gomorra	R .2.50
The Blockjacks	F .3.00
The Collegium	F .3.00
The Courthouse	R .2.50
The Golden Crack	R .3.00
The Joker	R .8.00
The Law Dogs	F .3.00
The Sabbath	R .2.50
The Tree	R .4.00
Town Hall	R .3.00
Vampire Dance Hall Girl	R .3.00
Yellow Belly	R .3.00
Yer all Chicken!	R .2.50

HEAVILY TRADED

FIVE RINGS PUBLISHING—1998

HEAVILY TRADED	
Went Up	
Went Down	
Went Up	

Pinned Down	R. 2.50
Red Hill Hotel	R. 2.50
Refuse to Fall	R. 2.50
Roofop Sniper	R. 2.50
Scooter's Lift Winch	R. 2.50
Smiley's Staff	R. 2.50
Sweatrock Mining Co.	F. 4.00
The Fair Comes To Town	R. 2.50
The Good Doctor	R. 3.00
The Temperance Army	R. 2.50
The Twitch	R. 3.00
Tom O'Reilly	R. 3.50

EPISODE FOUR EXPANSION

FIVE RINGS PUBLISHING—1998	
Full Set (52 cards)	25.00
Starter Deck (60 cards)	9.00
Booster Pack (15 cards)	3.00
Commons	.25

Basil Whateley	R. 4.00
Billy No-Neck	R. 2.50
Blood Curse	R. 2.50
Byron St. James	R. 2.50
Delores Whayele	R. 2.50
Greased Lightning Pill	R. 2.50
Independence Day	R. 2.50
Lord Grimey's Manor	R. 3.50
Manikou's Revenge	R. 4.00
Mind Twist	R. 3.50
Missed Me!	R. 2.50
Missing Children	R. 2.50
Nicodemus Whateley	R. 3.00
Pacific Maze Railstation	R. 2.50
Samhain	R. 3.00
Shelia Mirabella	R. 2.50
Smith & Robards Delivery	R. 2.50
Sunnyside Hotel	R. 2.50
The Clock Tower	R. 2.50
The Witching Hour	R. 2.50
They Just Fit Better'n You	R. 2.50
Unknown Hooded Figure	R. 4.00
Werewolf	R. 3.00
Werner Braun	R. 3.00
Whateley Family Estate	F. 3.00
Wilhelmin Whateley	F. 4.50
Yer Cheatin' Tool	R. 2.50

EPISODE FIVE EXPANSION

FIVE RINGS PUBLISHING—1998	
Full Set (52 cards)	25.00
Starter Deck (60 cards)	9.00
Booster Pack (15 cards)	3.00
Commons	.25

Bounty Hunter	R. 2.50
Calming Spirits	R. 3.00
Corporeal Twist	R. 3.00
Crazy Quilt	R. 3.00
Danny Hamilton	R. 3.00
Deadland	R. 2.50
Fish Ridge Mine	R. 2.50
Hot Gun	R. 2.50
Ian Spencer-Whitney	R. 3.00
Icehouse	R. 2.50
John Bloody Knife	R. 3.00
Joseph Eyes-Like-Rain	R. 3.50
Labor Dispute	R. 2.50
Lightning Strike	R. 3.00
Little Running Bear	R. 3.00
Pembroke's Analysis of Hoyle	R. 3.00
Reserves	R. 2.50
Shadow Man	R. 3.00
The 1st Bank Is Robbed!	R. 2.50
The Siou Nation	R. 3.50
Throw Down	R. 2.50
Tugoo Joe	R. 3.00
Total Eclipse	R. 2.50
Walks-In-Footprints	R. 3.00
War Paint	R. 2.50
Weaponsmith	R. 2.50
Whiskey Nick	R. 3.00

EPISODE SIX EXPANSION

FIVE RINGS PUBLISHING—1998	
Full Set (52 cards)	25.00
Starter Deck (60 cards)	9.00
Booster Pack (15 cards)	3.00
Air Gun	R. 2.50
Becky Henrick	R. 3.00
Buffalo Rifle	C. 15
Burn Rush	C. 15
Burn 'em Down	C. 15
Buster Madison	C. 15
Captain Sun Yet San	F. 3.50
Chin Wei-Lun	R. 3.00

Chinese Day Laborers	R. 2.50
Church Raisin'	R. 2.50
Coleman Is Killed!	C. 15
Crippled	C. 15
Election Day	R. 2.50
Finnegan O'Malley	C. 15
Green-Eye Saloon	C. 15
Gyoneshee	R. 2.50
Hank Gullagher	C. 15
Horof's Haven Strike	C. 15
Howlin' Hollow	R. 2.50
Hunch	R. 2.50
Ike's Strike	C. 15
Jebediah Whateley	R. 3.00
Kidnapping	C. 15
Library	R. 2.50
Little Mountain	R. 2.50
Long Arm Of The Law	R. 2.50
Luck of the Draw	C. 15
Marko Muscovich	C. 15
Maze Dragon	R. 2.50
Maze Runner	R. 2.50
Mitoku	C. 15
Mortimer Jones	C. 15
Mustang	C. 15
Nelson Roberts	R. 3.00
Night Haunt	R. 2.50
No Funny Stuff	C. 15
Phantom Fingers	C. 15
Po Yu	R. 2.50
Rain Dance	R. 2.50
Red Spade	R. 2.50
Richard Boothie	C. 15
Sacred Tomahawk	R. 2.50
Smiling Lizard Lode	R. 2.50
Speed of the Wolf	C. 15
Stampede	R. 2.50
Sun Shu-Jen	R. 2.50
Tattoo	R. 2.50
The Fear	C. 15
The Luck Dog Lodge	C. 15
The Maze Rats	F. 3.50
Wall Crawler	C. 15
Xiong "Wendy" Cheng	C. 15

MIDDLE-EARTH: THE WIZARDS LIMITED EDITION

IRON CROWN ENTERPRISES—1995	
Full Set (484 cards)	\$300.00
Starter Deck (76 cards)	10.00
Starter Box (10 decks)	95.00
Booster Pack (15 cards)	3.50
Booster Box (36 packs)	100.00
Commons	.25
Unlisted Rares	4.00

Pr rarity denotes promo.

Adunaphel	R. 10.00
Agboronar	R. 8.00
Akhôrchiil	R. 10.00
Arkystone, The	R. 8.00
Army of the Dead	R. 7.00
Assassin	R. 8.00
Balance of Things, The	R. 7.00
Balrog of Moria	R. 10.00
Bane of the Ithil-stone	R. 8.50
Bardur-dôr	R. 6.50
Bilbo	R. 13.00
Black Arrow	Pr. 4.00
Cirdon	R. 9.00
Crith Ungol	R. 4.50
Daelomin	R. 6.50
Dain II	R. 7.50
Dwar of Wow	R. 8.00
Dw. Ring of Bavor's Tribe	R. 6.00
Dw. Ring of Drûm's Tribe	R. 6.00
Dw. Ring of Durin's Tribe	R. 6.50
Dw. Ring of Dwalin's Tribe	R. 6.00
Elf-song	R. 7.50
Erlond	R. 8.00
Eye of Sauron	R. 7.50
Fair Travels in Dark-domains	R. 5.50
Fair Travels in Free-domains	R. 5.50
Fell Beast	R. 7.50
Frodo	R. 12.50
Fury of The Iron Crown	Pr. 3.00
Gollum's Fate	R. 7.50
Great Ship	R. 6.50
Hoomurath of Dr.	R. 10.00
Hobbits	R. 9.00
Indur Downtide	R. 8.00
Iron Crown, The	Pr. 3.00
Isles of the Dead that Live	R. 6.50
Khomil the Easterling	R. 10.00
Mithril-coat, The	R. 7.50

Morannon	R. 8.00
Morgul-horse	R. 8.00
Morgul-knife	R. 7.50
Morgul Night	R. 8.00
Mouth of Sauron	R. 10.00
Narya	R. 7.50
Nazgûl are Abroad, The	R. 7.50
Neeker-Breakers	Pr. 2.50
Nenza	R. 7.00
One King, The	R. 42.00
Pole Sword, The	R. 8.00
Precious, The	R. 8.00
Pökel-men	R. 5.00
Rein the Unclean	R. 8.50
Roôc the Raven	R. 5.50
Rogrog	R. 5.50
Sacrifice of Form	R. 10.00
Secret Entrance	R. 6.50
Shadowfax	R. 7.00
Shelob	R. 10.00
Shelob's Lair	R. 7.50
Siege	R. 7.50
Silent Watcher	Pr. 5.50
Smuga	R. 11.50
Thief	R. 7.50
Thorin II	R. 7.25
Trator	R. 8.00
True Fôna	R. 8.00
Uvatha the Horseman	R. 10.00
Vale of Erech	R. 6.00
Vilya	R. 6.00
White Tree, The	R. 6.50
Will of Sauron, The	R. 9.00
Will of the Ring, The	R. 6.00
Witch-king of Angmar	R. 10.00
Wizard's Fire	R. 6.00
Words of Power and Terror	R. 6.50

Investigate Rogue Comet	R. 3.00
Investigate "Shattered Space"	R. 3.00
Investigate Sighting	R. 2.50
Investigate Time Continuum	R. 3.00
Joglon Shrek—Info Broker	R. 3.50
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Korgan	R. 4.00
K'Enley	R. 4.00
Kevin Uxbridge	U. 1.00
Khazara	R. 5.00
Khitomer Research	R. 3.00
Kivas Fajo—Collector	U. 0.75
Klingon Death Yell	R. 4.00
Ktonian Game	R. 3.00
Kurak	R. 5.00
Kurlan Naikos	R. 5.00
Kurn	R. 5.00
Leah Brahms	R. 4.00
Lore Returns	R. 5.00
Lore's Fingernail	R. 4.50
Lursa	R. 5.00
Lwaxana Troi	R. 7.00
Medical Relief	R. 3.00
Mendak	R. 4.00
Morgan Bateson	R. 3.00
Nogilum	R. 4.00
Neela Daren	R. 4.00
New Contact	R. 3.00
Pegasus Search	R. 3.00
Pi	R. 4.00
Q	R. 8.50
Reginald Barclay	R. 5.00
Richard Galen	R. 4.00
Ro Loren	R. 5.00
Roga Danar	R. 6.00
Sarek	R. 5.00
Sarijenka	R. 3.00
Sarthong Plunder	R. 3.00
Satok	R. 4.00
Seek Life-form	R. 4.00
Sela	R. 7.00
Shelby	R. 4.00
Sir Isaac Newton	R. 4.00
Study "Hole in Space"	R. 3.00
Study Lonka Pulsar	R. 3.00
Study Nebula	R. 3.00
Supremova	R. 5.00
Survey Mission	R. 3.00
Tam Elbrun	R. 5.00
Tasha Yar	R. 12.00
Temporal Causality Loop	R. 4.00
Thomas Riker	R. 11.50
Thought Maker	R. 6.50
Time Travel Pod	R. 6.50
Toreth	R. 5.00
Tox Utath	R. 7.00
Tsolkovsky Infection	R. 3.00
U.S.S. Britannia	R. 6.00
U.S.S. Enterprise	R. 24.00
U.S.S. Hood	R. 7.00
U.S.S. Phoenix	R. 6.00
U.S.S. Yamato	R. 7.00
Varon-T Disruption	R. 6.00
Vash	R. 4.00
Vulcan Stone of Gol	R. 6.00
Warp Core Breach	R. 4.00
Wesley Crusher	R. 11.50
William T. Riker	R. 20.00
Wind Dancer	R. 3.00
Worf	R. 19.00
Wormhole Negotiations	R. 3.00

Cards are white-bordered.	
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Single cards are worth 30% to 40% more than unlimited equivalents.	
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Cryosatellite	R. 4.50
Data's Head	R. 6.00
Devision Doorway	R. 4.00
FGC-47 Research	R. 4.00
Future Enterprise	UR 74.00
Gomtuu	R. 4.50
Governor Worf	R. 10.00
Iconian Gateway	R. 5.00
Major Rakai	R. 5.50
Ophidian Cone	R. 4.50
Reunion	R. 4.00
Samuel Clemens' Pocketwatch	R. 5.00
Tasha Yar-Alternate	R. 8.00
U.S.S. Enterprise-C	R. 5.00

Cards are black-bordered.	
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Cards are black-bordered.	
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STAR TREK: THE NEXT GENERATION LIMITED EDITION

DECEMBER—1995

Full Set (363 cards)

625.00

Starter Deck (60 cards)

14.00

Starter Box (12 decks)

135.00

Booster Pack (15 cards)

6.00

Booster Box (36 packs)

175.00

Cards are black-bordered.

**price guide**

Zefram Cochrane R. .70
Zefram Cochrane's Telesope R. 4.50

THE FAJO COLLECTION

DECEMBER-1998

Full Set (18 cards) R. 140.00

Block Hole R. 10.00
Dixon Hill's Business Card R. 8.00
DNA Metamorphosis R. 7.00
Dr. Soong R. 14.00
Guinan R. 15.00
I.K.C. Chana R. 9.00
Kivas Fajo R. 10.00
Locutus of Borg R. 25.00
Lore R. 20.00
Miles O'Brien R. 10.00
1962 Mars Baseball Card R. 8.00
Persistence of Memory R. 8.50
Picard's Artificial Heart R. 8.00
Qapla!' R. 7.00
Sisters of Duras R. 13.00
Spot R. 10.00
Taliero R. 9.00
U.S.S. Pasteur R. 12.00

DEEP SPACE NINE EXPANSION

DECEMBER-1998

Full Set (139 cards, not including "Defiant") R. 150.00
Booster Pack (9 cards) R. 2.50
Booster Box (30 packs) R. 75.00
Starter Deck (60 cards) R. 9.95
Starter Box R. 120.00
Commons R. 15

Admiral Marritza R. 4.00
Access Relay Station R. 3.50
Aid Fugitives R. 3.50
Airlock R. 4.50
Aldora R. 5.00
Alien Gambling Device R. 4.00
Alter Records R. 1.00
Altorian Brain Teaser R. 1.00
Altovar R. 4.00
Arms Deal R. 1.00
Automated Security System R. 3.50
Bajoran Civil War R. 3.50
Bajoran Interceptor R. 1.00
Bajoran Phaser Rifle R. 1.00
Bajoran Scout Vessel R. 1.00
Bajoran Wormhole R. 1.00
Bellar Antons R. 5.00
Baseball R. 4.00
Benjamin Sisko R. 15.00
Bo'rak R. 4.00
Boheeka R. 4.00
Borad R. 4.00
Camping Trip R. 3.50
Cardassian Disruptor Rifle R. 1.00
Central Command R. 12.00
Cha'Joh R. 4.50
Chamber of Ministers R. 12.00
Changeling Research R. 3.50
Colonel Day R. 4.00
Colony Preparations R. 1.00
Commander's Office R. 1.00
Computer Crash R. 1.00
Cure Blight R. 3.50
Dai'Rok R. 1.00
Deep Space Nine/Terok Nor R. 17.00
Defiant (white-bordered) UR. 70.00
Defiant Dedication Plaque R. 7.00
D'Ghor R. 4.00
DNA Clues R. 3.50
Docking Pads R. 1.00
Docking Pylons R. 1.00
Dropping In R. 1.00
Dukat R. 11.00
Duonetic Field Generator R. 1.00
Durana R. 5.00
Elin Gorak R. 12.00
Enabran Tain R. 6.00
Entek R. 4.00
Espionage: Bajoran on Cardassian R. 1.00
Espionage: Cardassian on Bajoran R. 1.00
Espionage: Cardassian on Federation R. 1.00
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Going To The Top R. 3.50
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Grommell R. 4.00
Guest Quarters R. 1.00
Harvester Virus R. 3.50
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HQ: Secure Homeworld R. 1.00
HQ: War Room R. 1.00
Hypnospray R. 1.00
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Incoming Message-Bajoran R. 1.00
Incoming Message-Cardassian R. 1.00
Infirmary R. 1.00
Investigate Rumors R. 3.50
I Tried to Warn You R. 1.00
Jobara R. 1.00
Jadzia Dax R. 12.50
Jake and Nog R. 8.50
Jaro Essa R. 5.00
Josad R. 1.00
Julian Bashir R. 12.50
Kai Opaka R. 11.50
Karina R. 4.00
Kira Nerys R. 14.00
Konors R. 4.00
Kotran Pa'Dar R. 1.00
Kovat R. 4.00
Lenoris Holem R. 4.00
Li Nolas R. 6.00
Leithem Telepathic Attack R. 1.00
Magnetic North R. 1.00
Makbar R. 5.00
Marius Mazur R. 4.00
Medical PADD R. 1.00
Military Freighter R. 1.00
Miradorn Raider R. 1.00
Moro Pol R. 4.00
Mysterious Orb R. 5.00
Nafima Lang R. 6.00
Navigate Plasma Storms R. 1.00
Neela R. 4.00
No Loose Ends R. 3.50
Odo R. 12.00
Odo's "Cousin" R. 1.00
Oof! R. 1.00
Orb Experience R. 1.00
Orb Fragment R. 3.50
Orb Negotiations R. 1.00
One Processing Unit R. 1.00
Palliro R. 4.00
Plain, Simple Gorak R. 10.00
Plans of the Obsidian Order R. 3.50
Plans of the Tal Shiar R. 3.50
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Promenade Shops R. 1.00
Preparation R. 1.00
Process Ore R. 1.00
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"Pup" R. 3.50
Recruit Mercenaries R. 3.50
Rhetorical Question R. 1.00
Renewal Scroll R. 1.00
Rescue Personnel R. 3.50
Retoya R. 4.00
Risky Business R. 1.00
Sakonna R. 4.00
Saltha'na Clock R. 4.50
Science Lab R. 1.00
Science PADD R. 1.00
Secret Compartment R. 5.00
Security Office R. 1.00
Seismic Quake R. 3.50
Selveth R. 4.00
Shakoor Edon R. 6.00
Sharot R. 1.00
Smoke Bomb R. 1.00
Sorus R. 4.00
Study Badlands R. 1.00
Subspace Seaweed" R. 1.00
Surmok Ren R. 4.00
Survey Star System R. 1.00
Symbiotic Diagnosis R. 3.50
System 5 Disruptors R. 5.00
Tahna Los R. 3.50

Tekeny Ghemor R. 5.00
The Three Vipers R. 3.50
The Walls Have Ears R. 3.50
Time to Reconsider R. 1.00
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Toron R. 4.00
Trauma R. 3.50
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Unnatural Causes R. 1.00
Untrustworthy Associate R. 1.00
U.S.S. Yangtze Kiang R. 4.00
Vakis R. 4.00
Varis Sul R. 1.00
Vedek Winn R. 4.50
Wormhole Navigation Schematic R. 1.00
Yeto R. 4.00
Zef'No R. 6.00

STAR WARS LIMITED EDITION

DECEMBER-1998

Full Set (324 cards) R. 370.00
Starter Deck (60 cards) R. 11.00
Starter Deck Box (10 decks) R. 115.00
Booster Pack (15 cards) R. 5.00
Booster Box (36 packs) R. 150.00
Commons R. 10

Cards are black-bordered.

A Disturbance in the Force R. 1.00
Admiral Matti R. 4.00
Affect Mind R. 4.50
Alderon (dark side) R. 2.50
Alderon (light side) R. 1.25
Alter R. 1.00

Assault Rifle R. 3.50
A Tremor in the Force R. 1.00
Bentha R. 50
Beggar R. 5.00
Beru Lars R. 50
Beru Stew R. 75

Bigg Darklighter R. 4.50
Block 2 R. 9.00
Block 3 R. 1.00

Blaster Door Controls R. 75
Blaster Rock R. 1.00
Blaster Scope R. 75

Boosted TIE Blaster Cannon R. 1.00
Boring Conversation Anyway R. 4.50
Bo Shek R. 1.50

C-3PO R. 19.00
Coller R. 75
Cantina Brawl R. 5.00
Charming to the Last R. 3.00
Chief Bast R. 1.00

Circle is Now Complete R. 6.00
Colonel Wulff Yularen R. 1.00

Commander Pipp R. 75
Correllion Corvette R. 1.50
Crash Site Memorial R. 75

Dantooine R. 1.00
Dark Hours R. 75

Dark Jedi Presence R. 6.00
Dark Vader R. 52.00

Death Star: Lvl 4 Mil. Con. R. 1.00
Death Star: Trash Comp. R. 1.00

Death Star Plans R. 5.00
Death Star Sentry R. 1.00

Death Star: Central Core R. 50
Death Star: Detention Block Ctrl. R. 75

Death Star: Level 4 Military Con. R. 50
Death Star: War Room R. 1.00

Demotion R. 3.50
Devastator R. 15.00
Dice Ibegon R. 3.00
Disarmed (dark side) R. 5.00

Djais Puh R. 3.00
Don't Get Cocky R. 5.00
Dr. Evazan R. 3.00

Emergency Deployment R. 1.00
Empire's Back, The R. 1.00
Escape Pod R. 75
Evacuate? R. 75

Felicem Trevogg R. 1.00
Figrin D'an R. 75
Force is Strong With This One R. 3.50

Full Scale Alert R. 75
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STAR TREK / STAR WARS

price guide

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HOTH EXPANSION

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Forced Landing	

INQUEST PLAYERS GUIDE

HANDBOOK

WHAT YOU NEED TO KNOW ABOUT THE INQUEST PLAYERS GUIDE

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with power ratings for every single card.

THIS MONTH:



SAMPLE LISTING

Keeper of Kookus	SC	C	••	●	VS
•: Protection from red until end of turn. 1/1.					
Keldon Warlord	SC	U	••	●●●	L,U,R,4th,5th
* is the number of non-wall creatures in play on your side. */*.					
Kirk Ape	SC	C	*****	●	AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.					
Kobold Drill Sergeant	SC	U	•	●●	LG
Give all your Kobolds +0/+1 and trample. 1/2.					
Kobold Overlord	SC	R	•	●●	LG
First strike. Give all your Kobolds first strike. 1/2.					
Kobolds of Kher Keep	SC	C	•	○	LG
0/1.					
Kobold Taskmaster	SC	U	•	●●	LG
Give all your Kobolds +1/+0. 1/2.					

Kirk Ape is a common creature that has a five power rating and its casting cost is one red mana. It's available in *Arabian Nights* and *Revised*. Its power/toughness is 1/1 and it gains +1/+2 if you control any forests (monkeys like trees). How do we know all that? Because our lord Michael Meyers told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts in the following players guide pages. Mikey had next to nothing to do with it. Just so you know: A red dot means a card is restricted in *Classic*, a blue dot means it is banned in all tournaments, brown means it's banned in *Classic Restricted* only and green means it's banned in *Extended* only.

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

**** Five Stars. The best of the best. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments.

**** Four Stars. Don't get us wrong...some cards can be great without being the best. There are a lot of useful cards that you don't want to use all the time. Necropotence is a great card, but it only works in a couple of types of decks.

*** Three Stars. Smack dab in the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks.

** Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play.

• One Star. The cream of the crap, these are the cards that few people use if they have any goal of winning. Use these cards and you're begging to be nicknamed Eugene T. Dudley.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

MAGIC The Gathering™

SET ABBREVIATIONS

AI	Alliances
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
CH	Chronicles
DK	The Dark
EX	Exodus
FE	Fallen Empires
5th	Fifth Edition
4th	Fourth Edition
HL	Homelands

IA	Ice Age
L	Limited (Alpha & Beta)
LG	Legends
MG	Mirage
PR	Promo
SH	Revised
TM	Stronghold
U	Tempest
VS	Unlimited
WL	Visions
	Weatherlight

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Toyfare

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TOY MAGAZINE #17

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ON SALE IN NOVEMBER

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MAGIC

The Gathering®

players guide



CARD DESCRIPTION

- A** — Card Name.
- B** — Kind. Summon Djinn means ole Juzam is a creature of the genus "Djinn."
- C** — Description. The description of exactly what the card can do.
- D** — Flavor Text. A funny or informative quote.
- E** — Artist.
- F** — Casting Cost. Mr. Juzam costs two black and two generic mana to summon into play.
- G** — Expansion Symbol. This tells you what set the card belongs to; in this case, the scimitar means he's from the Arabian Nights set.
- H** — Power/Toughness. Only for creatures.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Name	Kind	CR	Rating	Cost	Sets Found
Description					

ARTIFACTS

Name	Kind	CR	Rating	Cost	Sets Found
Acidic Dagger	ART	R	••	•	MG

④, ④: Destroy a non-wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger.

Adarkar Sentinel ART U •• ⑤ IA

④, ④/+1 until end of turn, 3/3.

Aegis of the Weak ART R ••• ⑤ IA

④: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ••• ② FE

④, ④: Sacrifice Aeolipile: Do 2 damage to any target.

Aesthr Glider AC C ••• ③ AI

Flying. Cannot be assigned to block, 2/1.

Al-abara's Carpet ART R ••• ⑤ LG

④, ④: Prevent all damage to you from attacking non-flying creatures.

Aladdin's Lamp ART U ••• ⑤ AN,R,4th

④, ④: Instead of drawing a card, draw X cards but take only one into your hand. Shuffle the rest and put them at the bottom of your library.

Aladdin's Ring ART U ••• ⑤ AN,R,4th,5th

④, ④: Do 4 damage to any target.

Alchor's Tomb ART R ••• ③ LG

④, ④: Change the color of target permanent you control.

Altar of Dementia ART R ••• ② TM

Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

Amber Prison ART R ••• ⑤ MG

You may leave Prison tapped. ④, ④: Tap target artifact, creature or land.

As long as Prison is tapped, target does not untap as normal.

Amulet of Kroog ART C ••• ⑤ AQ,4th,5th

④, ④: Prevent 1 damage to any target.

Amulet of Quoz ART R ••• ③ IA

④, ④: Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep.

Opponent may only another card to counter this effect.

Amulet of Unmaking ART R ••• ⑤ MG

④, ④: Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.

Ankh of Mishra ART R ••• ⑤ L,U,R,4th,5th

Whenever a player puts a land into play, Ankh deals 2 damage to him.

Anvil of Bogardan ART R ••• ② VS

Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.

Apocalypse Chime ART R ••• ③ HL

④, ④: All cards in play from the Homelands expansion are buried.

Arcum's Sleigh ART U ••• ① IA

④, ④: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weatherbone ART U ••• ② IA

④, ④: Turn a snow-covered land into a non-snow-covered land. ④, ④: Turn a non-snow-covered land into a snow-covered land.

Arcum's Whistle ART U ••• ③ IA

④, ④: Target non-wall creature must attack or be destroyed at end of turn.

The creature's controller may counter this effect by paying ④, where ④ is the creature's casting cost. ④, ④: During opponent's turn.

Arena of the Ancients ART R ••• ⑤ LG, CH

Tap all legends: Legends do not untap normally during untap phase.

Armageddon Clock ART U ••• ④ AQ,R,4th

Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend ④ during any upkeep to remove a counter.

Ashmod's Alter ART C ••• ⑤ AQ,CH,5th

④, ④: Sacrifice one of your creatures in play: Add ④ to your mana pool.

Ashmod's Battle Gear ART U ••• ② AQ, 4th

④, ④: Target creature you control gets +2/-2. You may leave Gear tapped.

Key ART Artifact
AC Artifact Creature
CR Current Rarity
EA Enchant Artifact
EC Enchant Creature
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant

Name	Kind	CR	Rating	Cost	Sets Found
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Disrupting Scoper	ART	R	****	③	L,U,R,4th,5th	Helm of Possession	ART	R	***	④	TM	Jeweled Bird	ART	R	***	①	AN, CH
②, ③: Opponent must discard 1 card of his choice. Play as a sorcery.						②, ③: Sacrifice a creature. Gain control of target creature as long as you control Helm of Possession and Helm of Possession remains tapped.						④: Exchange Bird for your ante (cards go to your graveyard). Draw a card.					
Dragon Cylonix	ART	R	•	②	FE	Hemattic Talmess	ART	U	•	②	IA	Jinxed Idol	ART	R	**	②	TM
②, ③: Discard a card at random; Regenerate target creature.						③: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.					During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature. Target opponent gains control of Jinxed Idol permanently.						
Dragon Engine	AC	C	**	③	AQ,R,4th,5th	Hive, The	ART	R	**	⑤	L,U,R,4th,5th	Jinxed King	ART	R	**	②	SH
②, ③: +1/+0 until end of turn, 1/3.						④, ⑤: Create a Giant Wasp token, a 1/1 flying artifact creature.					Whenever any card is put into your graveyard from play, Ring deals 1 damage to you. Sacrifice a creature. Target opponent gains control of King permanently.						
Dragon Mask	ART	U	***	③	V5	Horn of Deftening	ART	R	***	④	LG, CH	Joven's Tools	ART	R	**	⑥	HL,5th
②, ③: Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to its owner's hand.						④, ⑤: Target creature deals no damage in combat this turn.					④, ⑤: Target creature can only be blocked by walls until end of turn.						
Ebony Horse	ART	R	**	③	AN,R,4th	Horn of Greed	ART	R	***	③	SH	Juggernaut	AC	U	***	④	L,U,R
②, ③: Untap one of your attackers. Treat target as if it never attacked.						Whenever any player plays a land, that player draws a card.					Must attack each turn if possible. Can't be blocked by walls. 5/3.						
Ebony Rhinoceros	AC	C	**	③	HL	Hornet Cannon	ART	R	**	④	SH	Juju Bubble	ART	U	**	①	VS
Trample, 4/5.						④, ⑤: Put a Hornet token into play. Treat the token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.					CD: ① If you play a card, Juju Bubble: ② Gain 1 life.						
Echo Chamber	ART	R	**	④	TM	Hornet Cannon	ART	R	**	④	SH	Knowledge Vault	ART	R	***	③	LG
②, ③: Opponent chooses a creature he controls. Put a token creature into play and treat it as a copy of that creature. Creature is unaffected by summoning sickness. At end of turn, remove token creature from game. Play as a sorcery.						④, ⑤: Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards under it.					④, ⑤: Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards under it.						
Elixir of Vitality	ART	R	***	③	MG	Horrible Hordes	AC	U	**	③	MG	Kormos Bell	ART	R	**	③	L,U,R,4th
Comes into play tapped. ②, ③: Sacrifice: Gain 4 life. ④, ⑤: Sac: Gain 8 life.						④, ⑤: Rampage 1, 2/2. Beware the angry toaster.					Treat oil swamps in play as 1/1 creatures that can be tapped for ④.						
Elixir Bottle	ART	R	***	③	IA,5th	Howling Mine	ART	R	***	④	L,U,R,4th,5th	Kry Shield	ART	U	**	②	LG
②, ③: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.						During each player's draw phase, that player draws an additional card.					④, ⑤: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.						
Even Lyre	ART	R	•	②	FE	Ice Cauldron	ART	R	***	④	IA	Lopis Lazuli Talmess	ART	U	•	②	IA
②, ③: Sacrifice Lyre: Target creature gets +2/+2 until end of turn.						④, ⑤: Put a spell on Cauldron if there are no charge counters on it. Put X change counters on Cauldron. You may cast that spell as though it were in your hand. ⑥: Remove the change counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron. Blah, blah, blah...					④, ⑤: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.						
Emerald Medallion	ART	R	**	②	TM	Icy Manipulator	ART	U	*****	④	LU, IA	Lead-Belly Chimera	AC	U	**	④	VS
Your green spells cost ② less to play.						④, ⑤: Tap target land, creature, or artifact.					Trample. Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and it gains trample permanently. 2/2.						
Emress Tome	ART	R	***	④	TM	Igneous Golem	AC	U	**	⑤	MG	Lead-Golem	AC	U	**	⑤	MG
②, ③: Draw two cards, then choose and discard a card.						④, ⑤: Trample until end of turn. 3/4.					If Golem attacks, it doesn't untap during your next untap phase. 3/5.						
Energyzizer	AC	R	**	④	TM	Illusionary Mask	ART	R	***	②	LU	Library of Lang	ART	U	***	①	L,U,R,4th,5th
②, ③: Put a +1/+1 counter on Energizer. 2/2.						④, ⑤: Summon a creature face down. You may add ② to the casting to hide the creature's true cost. Once the creature does damage, raps, or takes damage you must flip the creature over.					Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard.						
Eratta Gnomes	AC	U	**	③	MG	Implements of Sacrifice	ART	R	***	②	FE	Life Chisel	ART	U	***	④	LG
②, ③: Target spell or permanent is colorless until end of turn. 1/1.						④, ⑤: Implement 2 mana of any one color to your mana pool.					Sacrifice a creature during upkeep to gain life equal to its toughness.						
Ensorning Bridge	ART	R	****	③	SH	Infinite Hourglass	ART	R	**	④	IA,5th	Life Matrix	ART	R	***	③	LG
Each creature with power greater than the number of cards in your hand cannot attack.						④, ⑤: Put a time counter on Infinite Hourglass during your upkeep. Any player may pay ④ during any upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.					④, ⑤: Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature: Regenerate the creature.						
Essence Bottle	ART	U	**	②	TM	Iron-Heart Chimera	AC	U	**	④	VS	Lion's Eye Diamond	ART	R	**	①	MG
②, ③: Put an elixir counter on Essence Bottle. ④, ⑤: Remove all elixir counters from Bottle: Gain 2 life for each elixir counter removed in this way.						④, ⑤: Attacking does not cause Iron-Heart Chimera to tap. Sacrifice: Put a +2/+2 counter on target Chimera and attacking doesn't cause it to tap. 2/2.					Sacrifice Lion's Eye Diamond discard your hand: Add three mana of any one color to your mana pool. Like a Black Lotus, only not.						
Excavator	ART	U	**	②	TM	Iron Star	ART	U	**	①	L,U,R,4th,5th	Living Armor	ART	U	***	④	DK, CH
Sacrifice a basic land: Target creature gains landwalk until end of turn.						④, ⑤: Gain 1 life for any red spell cast. Can only give 1 life per spell.					Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost						
Erratic Portal	ART	R	****	③	EX	Iron-Heart Chimera	AC	U	**	④	VS	Living Wall	AC	U	***	④	L,U,R
②, ③: Target creature to owner's hand unless its controller pays ④.						④, ⑤: Attacking does not cause Iron-Heart Chimera to tap. Sacrifice: Put a +2/+2 counter on target Chimera and attacking doesn't cause it to tap. 2/2.					Counts as a wall. ④, ⑤: Regenerates. 0/6.						
Felton's Cane	ART	C	****	③	AQ,CH,5th	Flowstone Sculpture	AC	R	***	⑥	TM						
②, ③: Remove Cane from game. Shuffle your graveyard into your library.						④, ⑤: Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture. 4/4.											
Fellwar Stone	ART	U	***	②	DK,4th,5th	Glasses of Urza	ART	R	***	①	MG						
②, ③: Produce 1 mana of any color that opponent's lands may produce.						④, ⑤: Put a counter on Glasses of Urza: All red creatures gain +1/+1.											
Feraz's Bow	ART	R	***	③	HL,5th	Glooty's Tome	ART	R	***	④	SH						
Summon spells cost an additional ② to cast.						④, ⑤: Choose and discard a card: Gloaty's Tome gains +1/+1.											
Finn Diamond	ART	R	***	③	MG	Graffiti	ART	R	***	④	IA,5th						
Comes into play tapped. ②, ③: Add ② to your mana pool.						④, ⑤: Graffiti 1/1. Graffiti gains trample.											
Floodwater Dam	ART	R	**	③	AI	Grotesque	ART	R	**	④	IA,5th						
②, ③: Tap X target lands.						④, ⑤: Grotesque 1/1. Grotesque gains +1/+1.											
Flowstone Sculpture	ART	R	***	③	TM	Guardian of the Elements	ART	R	**	④	IA,5th						
②, ③: Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture. 4/4.						④, ⑤: Guardian of the Elements 1/1. Guardian of the Elements gains trample.											
Flying Carpet	ART	R	***	④	AN,R,4th,5th	Graffiti	ART	R	**	④	IA,5th						
②, ③: Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						④, ⑤: Graffiti 1/1. Graffiti gains trample.											
Fool's Tome	ART	R	**	④	TM	Grotto	ART	R	**	④	IA,5th						
②, ③: Draw a card: This ability only works if you have no cards in your hand.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Forcified	ART	R	****	③	LU	Grotto	ART	R	**	④	IA,5th						
②, ③: Target unblocked creatures deals only 1 damage this turn.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Forthought Amulet	ART	R	***	⑤	LG	Grotto	ART	R	**	④	IA,5th						
Pay ② during upkeep or destroy Forthought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Fountain of Youth	ART	C	***	①	DK, CH,5th	Grotto	ART	R	**	④	IA,5th						
②, ③: Gain 1 life.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Fyndhorn Bow	ART	U	**	②	IA	Grotto	ART	R	**	④	IA,5th						
②, ③: Give target creature first strike until end of turn.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Gauntlet of Might	ART	R	***	④	LU	Grotto	ART	R	**	④	IA,5th						
All mountains produce an extra ②. All red creatures gain +1/+1.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Gauntlets of Chaos	ART	R	***	⑤	LG, CH,5th	Grotto	ART	R	**	④	IA,5th						
②, ③: Sacrifice Gauntlets: Take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Glasses of Urza	ART	U	***	①	L,U,R,4th,5th	Grotto	ART	R	**	④	IA,5th						
②, ③: Look at opponent's hand. No, his cards!						④, ⑤: Grotto 1/1. Grotto gains trample.											
Goblin Lyre	ART	R	•	③	IA	Grotto	ART	R	**	④	IA,5th						
②, ③: Sacrifice Lyre: Flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures your opponent controls.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Golgoth Syphon	ART	R	•	④	AD	Grotto	ART	R	**	④	IA,5th						
②, ③: Buy all antiquities cards. Wee hah!						④, ⑤: Grotto 1/1. Grotto gains trample.											
Grapeshot Catapult	AC	C	***	③	AQ,4th,5th	Grotto	ART	R	**	④	IA,5th						
②, ③: Do 1 damage to a target flying creature. 2/3.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Green Mana Battery	ART	R	***	④	L,G,4th	Grotto	ART	R	**	④	IA,5th						
②, ③: Put a counter on Green Mana Battery. ④, ⑤: Add ④ to your mana pool. Add ④ for each counter you remove as well.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Grindstone	ART	R	***	③	TM	Grotto	ART	R	**	④	IA,5th						
②, ③: Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Grinning Totem	ART	R	***	④	MG	Grotto	ART	R	**	④	IA,5th						
②, ③: Sacrifice Totem: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to keep it in front of you as though it were in your hand.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Gustho's Scoper	ART	R	**	①	AI	Grotto	ART	R	**	④	IA,5th						
If you lose control of Scoper, put all cards under it into your graveyard. You may look at that card at any time. ②, ③: Return any card under Gustho's Scoper to your hand.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Helm of Obedience	ART	R	***	④	AI	Grotto	ART	R	**	④	IA,5th						
②, ③: Put top card of opponent's library into his graveyard. Continue until you have 2 cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Helm of Awakening	ART	R	**	②	VS	Grotto	ART	R	**	④	IA,5th						
All spells cost ② less to play.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Helm of Chutzak	ART	R	**	②	L,U,R,4th,5th	Grotto	ART	R	**	④	IA,5th						
②, ③: Give target creature bunting until end of turn.						④, ⑤: Grotto 1/1. Grotto gains trample.											
Helm of Obscience	ART	R	***	④	AI	Grotto	ART	R	**	④	IA,5th						
②, ③: Put top card of opponent's library into his graveyard. Continue until you have 2 cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.						④, ⑤: Grotto 1/1. Grotto gains trample.											

KILLER COMBOS			
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Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description						Description					
Snow Fortress	AC	R	***	\$	IA	Torture Chamber	ART	R	***	\$	TM	Ward of Ith	ART	U	***	\$	DK
Counts as wall. \oplus : +1/+0 until end of turn. \ominus : +0/+1 until end of turn.						During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals 1 damage to you for each counter on it. \ominus : Remove all counters from Chamber. Chamber deals 1 damage for each counter on it to target creature.						Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land). Use only during your turn.					
Dot 1 damage to a non-flying attacking creature. 0/4.						Touchstone	ART	U	**		WL	War Barge	ART	U	***	\$	DK
Sol Grail	ART	R	***	\$	AI	\oplus : Target artifact you do not control.						Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.					
When Sol Grail comes into play, you must choose a color. But choose wisely. \oplus : Add one mana of the chosen color to your mana pool.						Tower of Correll	ART	U	**		DK	War Chariot	ART	U	***	\$	IA
Sol Ring	ART	U	*****	\$	L,U,R	\oplus : Make target creature unblockable by walls until end of turn.						\oplus : Give target creature trample until end of turn.					
Add 2 to your mana pool.						Transmogrifying Lid	AC	U	***		EX	Watchdog	AC	U	**		TM
Soldevi Digger	ART	R	***	\$	AI	Counts as a Lid. \oplus : Lid loses this ability and becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact." You may pay \ominus to effect this effect. 2/2.						Bloks die off. If Watchdog is untapped, all creatures attacking you get -1/-0. 1/2.					
Put the top card of your graveyard on the bottom of your library.						Triangle of War	ART	R	***	\$	VS	Weakstone	ART	U	**		AQ
Soldevi Golem	AC	R	**	\$	IA	\oplus : Put the top card of your graveyard onto the bottom of your library. Does not untap during your untap phase. \oplus : During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.						All of Knowledge creatures get -1/-0.					
Does not untap during your untap phase. \oplus : During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.						Soul Net	ART	U	**	\$	WL	Well of Knowledge	ART	R	****	\$	WL
Soldevi Sentry	AC	C	**	\$	AI	\oplus : Regenerate. Target opponent may draw a card. 1/1.						Any player may play \oplus during his or her draw phase to draw a card. Players may use this ability as many times as they choose.					
Soldevi Simulacrum	AC	U	****	\$	IA	\oplus : \oplus : +1/+0 until end of turn. 2/4.						Whalebone Glider	ART	U	***	\$	IA
Soldevi Steam Beast	AC	C	*	\$	AI	\oplus : Put a counter on Egg. \oplus : If there are 2 counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly into play.						\oplus : Give one of your creatures with power 3 or less flying until end of turn.					
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. \oplus : Regenerate. 4/2.						Spellbook	ART	U	*		AI	Whirling Catapult	ART	R	**		AI
Soul Net	ART	U	**	\$	L,U,R,4th,5th	\oplus : Gain 1 life when a creature is placed in the graveyard.						\oplus : Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.					
Spellbook	ART	U	*			Skip your discard phase.						White Mana Battery	ART	R	***	\$	LG,4th
Sphere of Resistance	ART	R	**			All spells cost an additional 1 to play.						\oplus : Put a counter on White Mana Battery. \oplus : Add \oplus to your mana pool. Add \oplus for each counter you removed as well.					
Spirit Shield	ART	R	***			\oplus : Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						Winter Orb	ART	R	****	\$	L,U,R,4th,5th
Squeak's Toy	ART	C	**			\oplus : Prevent 1 damage to any creature. Get it? Squeeze Toy? Groan.						Each player may only untap 1 land during his untap phase.					
Staff of the Ages	ART	R	*			\oplus : Staff of the Ages.						Wooden Sphere	ART	U	**		L,U,R,4th,5th
Creatures with landwalk ability may be blocked as normal.						\oplus : Pay 1 life to add 1 mana of any color to your mana pool.						\oplus : Gain 1 life for any green spell is cast. Use only once per spell.					
Staff of Zegon	ART	C	**			\oplus : Make target creature 2/-0 until end of turn.						Workhorse	ART	R	***	\$	EX
Standing Stones	ART	U	**			\oplus : Pay 1 life to add 1 mana of any color to your mana pool.						Comes into play with 4+1/+1 counters. Remove a counter: Add one colorless mana to your mana pool. Play this ability as a mana source. 0/0.					
Staff Orb	ART	R	***			Players cannot untap more than two permanents during their untap phases.						Xanthic Statue	ART	R	**		WL
Steel Golem	AC	U	**			Players						\oplus : Until end of turn, Statue is an 8/8 artifact creature with trample.					
You can play summon or artifact creature spells. 3/4.						Steel Golem	AC	U	**			Yotian Soldier	AC	C	**		AQ,4th
Stone Calder	ART	R	**			Your spells cost \oplus less to cast; casting costs cannot go below 0.						Zelyon Sword	ART	R	**		FE
Storm Cauldron	ART	R	***	\$	AI	During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to its owner's hand.						\oplus : Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.					
Stron Golem	AC	U	**			\oplus : If any opponent successfully casts a summon or artifact creature spell, huff and puff and blow (bury) Show Golem down. 2/3.						Zuron Orb	ART	U	*****	\$	IA
Su-Chi	AC	U	**			\oplus : When Su-Chi goes to the graveyard, add \oplus to your mana pool. 4/4.						\oplus : Sacrifice a land. Gain 2 life.					
Sunglasses of Urza	ART	R	**			\oplus : White mana in your mana pool can be used as white or red mana. L,U,R,4th											
Surstone	ART	U	**			\oplus : Sacrifice a snow-covered land to make all creatures deal 0 damage.											
Sword of the Ages	ART	R	****			\oplus : Enters play tapped. \oplus : Remove Sword and any number of creatures you control from the game: Deal damage to one target equal to combined amount of creatures' power.											
Sword of the Chosen	ART	R	**			\oplus : Target legend gets +2/+2 until end of turn.											
Tablet of Ephyra	ART	C	**			\oplus : Gain 1 life when an artifact is placed in the graveyard.											
Tawnos's Coffin	ART	R	***			\oplus : Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or leaves play, creature returns to play tapped. You may choose not to untap Coffin.											
Tawnos's Wand	ART	U	***			\oplus : Target creature with power no greater than 2 may not be blocked until end of turn.											
Tawnos's Weaponry	ART	U	**			\oplus : Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.											
Teek's Dragon	ART	R	***			\oplus : Flying, trample, rampage. 4/Counts as a Dragon. 5/5.											
Tefet's Puzzle Box	ART	R	***			\oplus : During each player's draw, that player counts the cards in his hand, puts those cards on the bottom of his library, and then draws that number of cards.											
Telethopter	AC	U	**			\oplus : Tap a creature you control: Telethopter gains flying until end of turn. 3/1.											
Telim'Tor's Darts	U	***	2			\oplus : Do 1 damage to target player.											
Tetravos	AC	R	***			\oplus : Flying. Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravos. The counters are 1/1 flying artifact creatures that cannot be enchanted. 1/1.											
Thopter Squadron	AC	R	***			\oplus : Flying. Comes into play with 3+1/+1 counters. \oplus : Remove a counter: Put a 1/1 flying artifact creature Thopter token into play. Play as a sorcery. \oplus : Sacrifice a Thopter: Put a +1/+1 counter on Summon. Play as a sorcery. 0/0.											
Thran Forge	ART	U	***			\oplus : Until end of turn, target nonartifact creature gets +1/+0 and is an artifact creature.											
Throne Tome	ART	R	**			\oplus : Reveal the top 3 cards of your library to target opponent. Bury one of those cards at opponent's choice. Draw the remaining cards.											
Time Bomb	ART	R	***			\oplus : Put a counter on Bomb during your upkeep. \oplus : Sacrifice: Do * damage to each creature and player. * is the number of counters on Time Bomb.											
Time Vault	ART	R	***			\oplus : Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.											
Thunderscrews	ART	R	**			\oplus : During your upkeep, if you have 5 or more cards in your hand, Thunderscrews deals 1 damage to target opponent.											
Time Bomb	ART	R	***			\oplus : Put a counter on Bomb during your upkeep. \oplus : Sacrifice: Do * damage to each creature and player. * is the number of counters on Time Bomb.											
Time Vault	ART	R	***			\oplus : Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.											
Tin-Wing Chimera	AC	U	***			\oplus : Flying. Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.											
Tormod's Crypt	ART	C	***			\oplus : Sacrifice: Remove all cards in target player's graveyard from game.											
Torture Chamber	ART	R	***			\oplus : Torture Chamber. ART U **											
Touchstone	ART	U	**			\oplus : During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals 1 damage to you for each counter on it. \ominus : Remove all counters from Chamber. Chamber deals 1 damage for each counter on it to target creature.											
Towering Wall	AC	U	***			\oplus : Target creature unblockable by walls until end of turn.											
Walking Wall	AC	U	***			\oplus : Counts as wall. \oplus : Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.											
Wall of Shields	AC	U	**			\oplus : Counts as wall. Banding. 0/4.											
Wall of Spears	AC	C	**			\oplus : First strike, counts as a wall. 2/3.											
Wand of Denial	ART	R	***			\oplus : Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.											
Wand of Ith	ART	U	***			\oplus : Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land). Use only during your turn.											
War Barge	ART	U	***			\oplus : Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.											
War Chariot	ART	U	***			\oplus : Give target creature trample until end of turn.											
Watchdog	AC	U	**			\oplus : Blocks. If Watchdog is untapped, all creatures attacking you get -1/-0. 1/2.											
Weakstone	ART	U	**			\oplus : All of Knowledge creatures get -1/-0.											
Well of Knowledge	ART	R	****			\oplus : Any player may play \oplus during his or her draw phase to draw a card. Players may use this ability as many times as they choose.											
Whalebone Glider	ART	U	***			\oplus : Give one of your creatures with power 3 or less flying until end of turn.											
Whirling Catapult	ART	R	**			\oplus : Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.											
White Mana Battery	ART	R	***			\oplus : Counterfeit. Remove a colorless mana from your mana pool. Play this ability as a mana source. 0/0.											
Xanthic Statue	ART	R	**			\oplus : Until end of turn, Statue is an 8/8 artifact creature with trample.											
Yotian Soldier	AC	C	**			\oplus : Yotian Soldier does not tap when attacking. 1/4.											
Zelyon Sword	ART	R	**			\oplus : Make target creature +2/+0 as long as Zelyon Sword is tapped.											
Zuron Orb	ART	U	*****			You may leave Zelyon Sword tapped during your untap phase.											
Zuron Orb	ART	U	*****			\oplus : Sacrifice a land: Gain 2 life.											
Zubr	SC	U	**			\oplus : Remove a counter from your mana pool. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your mana pool.											
Zurion's Slingshot	ART	U	**			\oplus : Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.											
Zurion's Sling	ART	R	***			\oplus : Target creature you control: Sling deals 1 damage to that creature.											
Zurion's Choice	ART	C	**			\oplus : Sacrifice: Look at a random card from opponent's hand. \oplus : Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.											
Zurion's Wiles	ART	R	**			\oplus : Do a card when one of your artifacts goes to the graveyard.											
Zurion's Bottles	ART	R	**			\oplus : Put X counters on Bottles. Play as a sorcery. At the beginning of your main phase, if Bottles have any counters, tap Bottles and remove all counters from it to add that much mana to your mana pool.											
Zurion's Arrows	ART	R	***			\oplus : Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.											
Zurion's Laboratory	ART	R	***			\oplus : Choose a color and a creature type. \oplus : Put a token creature into play.											
Zurion's Sphere	ART	R	**			\oplus : Do 1 damage to target creature.											
Zurion's Sphere	ART	R	**			\oplus : Make target creature unblockable by walls until end of turn.											
Zurion's Sphere	ART	R	**			\oplus : Give target creature trample until end of turn.											
Zurion's Sphere	ART	R	**			\oplus : Remove all counters from your mana pool.											
Zurion's Sphere	ART	R	**			\oplus : Sacrifice: Add \oplus to your mana pool. 1/2.											
Zurion's Sphere	ART	R	**			\oplus : Flying. Whenever Bellowing Fiend damages any creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3.											
Zurion's Sphere	ART	R	**			\oplus : Binding Agony						For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.					
Zurion's Sphere	ART	R	**			\oplus : Sacrifice: Add \oplus to your mana pool. 1/2.						\oplus : Sacrifice a creature. Do this only during your upkeep. 4/4.					
Zurion's Sphere	ART	R	**			\oplus : Black Carriage						\oplus : Trample. Doesn't untap or damage during untap phase. \oplus : Sacrifice a creature to Untap. Do this only during your upkeep. 4/4.					
Zurion's Sphere	ART	R	**			\oplus : Black Knight						\oplus : Protection from white, first strike. 2/2.					



Q: I play a Skeleton Scavenger and then I steal its counter with my Spike Rogue by paying 2? Can the Skeletons regenerate? —Risto Kurki, Tampere, Finland

A: Yes. They will have no counters, so you can regenerate them and add another counter by paying 0. Then you can do it again. If you have enough mana, this can make your Spike Rogue really big.

Q: I play a target creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying. —Trixel, 4th

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Blanket of Night	EN	U	***	●●●	VS
Each mono-producing land is a swamp in addition to its normal type.					
Blight	EL	U	***	●●	LG,4th,5th
If target land is tapped, destroy it at end of turn.					
Blighted Shaman	SC	U	**	●●	MC
● Sacrifice a creature: Give a creature +2/+2 until end of turn. ●					
Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1.					
Blood Pet	SC	C	**	●●	TN
Sacrifice Blood Pet: Add 3 to your mana pool. 1/1.					
Bog Imp	SC	C	**	●●	DK,4th,5th
Flying, 1/1. You won't find clever guys like this one in Duelist or Scrye.					
Bog Rats	SC	C	**	●●	DK,CH,5th
Cannot be blocked by walls. 1/1.					
Bog Wraith	SC	U	***	●●●	LUR,4th,5th
Swampwalk. 3/3. Quip is one of 11 four-letter Q-words. Quoz is not one of them.					
Bone Dancer	SC	R	***	●●●	W
● Put the top creature of defender's graveyard into play under your control. Use only if Dancer is unblocked and only once each turn. 2/2.					
Bone Harvest	INS	C	***	●●●	MC
Put any number of creatures from your graveyard on top of your library. Contingent.					
Bottomless Pit	EN	U	***	●●●	SH
During each player's upkeep, that player discards a card at random.					
Bounty Hunter	SC	R	***	●●●	TN
● Put a bounty counter on target nonblock creature. ● Destroy target creature with any bounty counters on it. 2/2.					
Breathstealer	SC	C	**	●●	MC
● +1/+1 until end of turn. 2/2.					
Breeding Pit	EN	U	***	●●●	FE,5th
Put a 0/1 Thrull token in play at the end of each of your turns. Pay 0● during upkeep or buy Breeding Pit.					
Brine Shaman	SC	C	**	●●	IA
● Sacrifice a creature to give a creature +2/+2 until end of turn.					
● ●●● Sacrifice a creature to countles a summon spell. 1/1.					
Broken Visage	INS	R	**	●●	HL,5th
Bury target nonartifact attacking creature and put into play a black creature with power and toughness equal to that creature. Bury token at end of turn.					
Breed of Cockroaches	SC	U	***	●●●	VS
If Breed of Cockroaches is put into your graveyard from play, pay 1 life and return Breed of Cockroaches to your hand at end of turn. 1/1.					
Brush with Death	SOR	C	***	●●●	SH
Buyback 0●●● Target opponent loses 2 life. You gain 2 life.					
Burn Offering	MS	C	**	●●	IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.					
Buried Alive	SOR	U	**	●●	WI
Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.					
Cadaverous Knight	SC	C	***	●●●	MC
Flanking. 0●●● Regenerates. 2/2.					
Canniblize	SOR	C	**	●●	SH
Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.					
Carnophage	SC	C	***	●●●	EX
During your upkeep, pay 1 life or tap Carnophage. 2/2.					
Carriion	INS	R	***	●●●	NG
Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these as 0/1 block creatures.					
Carriionate	SC	U	***	●●●	LG,4th,5th
● +1/+1 until end of turn. 0/1.					
Carriionate	SC	R	**	●●	TN

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description					

Coils of the Medusa	EC	C	000	000	WL
Enchanted creature gets +1/+1. Sacrifice Coils of the Medusa: Destroy all non-wall creatures blocking enchanted creature.					
Commander Greven	V/EC	SL	R	000	000
When Commander Greven V/EC comes into play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and black creatures. 7/5.					TM
Contingent	INS	U	000	000	AI
You may pay 1 life and remove a block card in hand from the game to pay Contingent's cost. Put two -2/-1 counters on any numbers of creatures.					
Contract From Below	SOR	R	00000	0	L,U,R
Sacrifice your hand; draw an additional arte card plus seven cards.					
Corpse Dance	INS	R	00000	000	TM
Buyback. Put top creature from your graveyard into play. Creature is unaffected by summoning sickness this turn and is removed from the game at end of turn.					
Corrupting Lich	SC	U	000	000	SH
•: Corrupting Lich loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Lich onto target creature. You may pay 1 to end this effect. 2/2.					
Cosmic Horror	SC	R	000	000	L,G,4th
First strike. Pay 00000 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.					
Crovax the Cursed	SL	R	000	000	SH
Counts as a Vampire. Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. •: Crovax gains flying until end of turn. 0/0.					
Crypt Cobra	SC	U	000	000	MG
If Cobra attacks and is not blocked, defending player gets a poison counter. 3/3.					
Crypt Rats	SC	C	00000	000	MG
•: Crypt Rats deals X damage to each creature and player. Spend only block mana in this way. 1/1 Spirit Link Spirit Link Spirit Link Spirit Link					
Curling the Weak	MS	C	000	000	EX
Sacrifice a creature: Add 00000 to your mana pool.					
Cuonabbi Witches	SC	C	000	000	AN, CH
•: Each player does 1 damage to any target; you choose first. 1/3.					
Curse Artifact	EA	U	000	000	DK
Controller of target artifact must bury it during upkeep or lose 2 life.					
Cursed Flesh	EC	C	000	000	EX
Creature gets -1/-1 and can only be blocked by artifact and black creatures.					
Cursed Land	EL	U	000	000	L,U,R,4th,5th
Do 1 damage to controller of target land during upkeep.					
Cyclopean Mummy	SC	C	000	000	L,G,4th
Dauthi Slayer	SC	C	00	000	TM
Shadow. Each turn, Dauthi Slayer attacks if able. 2/2.					
Dauthi Trapper	SC	U	000	000	SH
•: Target creature gains shadow until end of turn. 1/1.					
Dauthi Warlord	SC	U	000	000	EX
Shadow. Dauthi Warlord has power equal to the number of creatures with shadow in play. *1.					
Death Pits of Rath	EN	R	000	000	TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.					
Death Stroke	SOR	C	000	000	SH
Destroy target tapped creature.					
Death Watch	EC	C	000	000	VS
If creature is put into any graveyard, its controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.					
Deathgrip	EN	U	000	000	L,U,R,4th,5th
•: Counter a green spell.					
Deathhalce	INT	R	000	000	L,U,R,4th
Change the color of one card being played or in play to black.					
Death's Duel	SOR	C	000	000	EX
Return two target creature cards from your graveyard to your hand.					
Demonic Attorney	SOR	R	0	0	L,U,R
Unless opponent concedes game, both players draw an extra arte card.					
Demonic Consultation	INS	U	000	000	IA
Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.					
Demonic Hordes	SC	R	00000	00000	L,U,R
•: Destroy target land. Pay 00000 during upkeep or Hordes become tapped and your opponent chooses a land of yours to be destroyed. 5/5.					
Demonic Torment	EC	U	00000	00000	LG
Target creature deals no damage during combat and may not attack.					
Demonic Tutor	SOR	U	00000	00000	L,U,R
Choose one card from your library and add it to your hand.					
Delerior	SC	R	000	000	FE,5th
Your block spells cost an additional 00000. 4/4.					
Desolation	EN	U	000	000	VS
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to plains' controller.					
Diabolis Edict	INS	C	00000	00000	TM

KILLER COMBOS



Sengir Autocrat and Mask of the Mimic: Halloween just wouldn't be right without masks. Of course the Sengir Autocrat looks hideous enough that he could probably get by without one, but the Mask of the Mimic isn't for him anyway. Instead play on one of your serif, making him look like another Sengir Autocrat and bam! Swarms of trick-or-treaters.

Dance of the Dead	EC	U	***	@@	IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap as normal. You must pay @@.					
Dark Banishing	INS	C	****	@@	IA,MG,TM
Burn target non-block creature.					
Dark Privilege	EC	C	***	@@	VS
Enhanced creature gets +1/+1. Sacrifice a creature: Regenerate.					
Dark Ritual	MS	C	****	@@	L,U,R,4th,MG,5th,TM
Add @@ to your mana pool.					
Darkness	INS	C	**	@@	LG
Creatures attack and block as normal but deal no damage.					
Darkling Stalker	SC	C	***	@@	TM
* Regenerate Darkling Stalker: SC: Stalker gets +1/+1 until end of turn. 1/1.					
Darkport	SOR	R	****	@@	L,U,R
Switch the top card of your library with one of the cards up for ante.					
Dauthi Cuthroat	SC	U	***	@@	EX
Shadow, @@, @@: Destroy target creature with shadow. 1/1.					
Dauthi Embrace	EN	U	***	@@	TM
@@, @@: Target creature gains shadow until end of turn.					
Dauthi Ghoul	SC	U	***	@@	TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.					
Dauthi Horror	SC	C	***	@@	TM
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.					
Dauthi Jackal	SC	C	**	@@	EX
Shadow, @@, @@: Sacrifice Jackal: Destroy target blocking creature. 2/1.					
Dauthi Marauder	SC	C	***	@@	TM
Shadow. 3/1.					
Dauthi Mercenary	SC	U	***	@@	TM
Shadow, @@: Dauthi Mercenary gets +1/+0 until end of turn. 2/1.					
Dauthi Mindripper	SC	U	***	@@	TM
Shadow. Sacrifice Dauthi Mindripper. Defending player chooses and discards three cards. Use only when Mindripper is attacking and unblocked. 2/1.					
Dirirtwater Wraith	SC	C	***	@@	MG
Swampwalk, @@: +1/+0 until end of turn. 1/3.					
Diseased Vermin	SC	U	***	@@	AI
During your upkeep, deals one damage to one opponent it has previously damaged for each counter. If Vermin damages a player in combat, put an counter on it. 1/1.					
Disturbed Burnd	SOR	C	****	@@	TN
Buyback @@: Return target creature from your graveyard to your hand.					
Doomsday	SOR	R	****	@@	WL
Pay half your life, rounded up. Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.					
Drain Life	SOR	C	***	@@	LUR,4th,MG,5th
Do 1 damage to target for each spent above casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.					
Dread of Night	EN	U	***	@@	TM
All white creatures get -1/-1.					
Dread Specter	SC	U	**	@@	MG
Whenever Dread Specter blocks or is blocked by a non-block creature, destroy that creature at end of combat. 2/2.					
Dread Night	SC	R	***	@@	IA
At end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Night and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay @@ to remove a counter at any time. 3/4.					
Dregs of Sorrow	SOR	R	****	@@	TM
Destroy X target nonblock creatures. Draw X cards.					
Drift of the Dead	SC	U	**	@@	IA
Counts as well. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. /-					
Drudge Skeletons	SC	C	***	@@	L,U,R,4th,5th
* Regenerates. 1/1.					
Drudge Spell	EN	U	**	@@	HL
* Remove 2 creatures from graveyard from the game. Bring Skeleton					

EN Enchantment
EW Enchant World INT Interrupt
LL Legendary Land SC Summon Creature
SL Summon Legend

Dry Spell token is a black 1/1 creature with +1 Regenerates. All skeleton tokens are discarded if Dry Spell leaves play.
Dry Spell deals 1 damage to each creature and player.

Key

ART Artifact
AC Artifact Creature
SP Special Power

EA Enchant Artifact
EC Enchant Creature
ES Enchant Spell

EN Enchantment
EW Enchant Works

INT Interrupt
LL Legendary L
M M

SC Summan C
SL Summan I
SCL Summan S

ture
end

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description						Description					
Dungeon Shade	SC	C	•••	••	SH	Ghost Hounds	SC	U	••	•••	HL	Hoard Shade	SC	C	•••	•••	IA
Flying. ♦: Dungeon Shade gets +1/+1 until end of turn. 1/1.						Does not tap when attacking. Gains first strike if blocking or blocked by white creature(s). 1/1.						♦: +1/+1 until end of turn. 1/2.					
Dystopia	EN	R	••••	••••	AI	Ghosts of the Damned	SC	C	••	••••	LG	Horror of Horror	EN	U	•••	••••	LG
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.						♦: Make target creature -1/-0 until end of turn. 0/2.						Sacrifice a swamp to regenerate a black creature.					
Eater of the Dead	SC	U	•••	••	DK	Giant Slug	SC	C	••	••••	LG, CH	Howl from Beyond	INS	C	•••	••••	LUR, 4th, AS5th
Choose a creature in any graveyard and remove it from the game: Untap.						♦: Give Slug landwalk ability of your choice on your next turn. 1/1.						Target creature gains +X/+0 until end of turn.					
Eater of the Dead. 3/4. Immortal. Dead.						Gloom	EN	U	••••	••••	LUR, 4th, 5th	Hydropterus Lemure	SC	U	•••	•••	IA
Ebon Praetor	SC	R	••	•••	FE	White spells and white enchantment costs now require an extra ♦.						♦: Gains flying and -1/-0 until end of turn. 4/3.					
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep.						Glyph of Doom	WALL	C	•••	••••	LG	Hymn to Tora	SOR	C	••••	•••	FE
Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						Creatures blocked by target wall are destroyed after combat.						Target player randomly discards two cards from his hand.					
Ebony Charm	INS	C	•••	••	MG	Grandmother Sengir	SL	R	••	•••	HL	Hypnotic Specter	SC	U	••••	••••	LUR, 4th
Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.						♦: Target creature gets -1/-1 until end of turn. 3/3.						Flying. Player damaged by Specter must discard a card at random. 2/2.					
El-Hajji	SC	R	••	••••	AN, R, 4th	Grave Robbers	SC	R	••	••••	DK	Ikequake	SOR	U	••••	••••	IA
Gain 1 life for every point of damage El-Hajji inflicts. 1/1.						♦: Remove an artifact in any graveyard from play, put it on top of owner's library. 3/2.						Destroy a land. If it is a snow-covered land, its controller takes 1 damage.					
Endless Scream	EC	C	•••	•••	TM	Gravebone Zombie	SC	C	••	•••	MG	Ilisan's Shade	SL	U	••••	••••	HL
Enchanted creature gets +X/+0.						If Zombie is put into graveyard from play, put it on top of owner's library. 3/2.						Protection from white. 5/5.					
Enteiblement	EC	C	•••	•••	MG, TM	Gravewind	INS	R	••	•••	IA	Imprison	EC	R	•••	••	LG
Enchanted creature gets -2/-2.						Target creature may not regenerate this turn. Contrip.						♦: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.					
Entropic Specter	SC	R	••	••••	EX	Gravedigger	SC	C	••	•••	TM	Imp's trout	INS	U	•••	•••	TM
Flying. Entropic Specter has power and toughness equal to the number of cards in target opponent's hand. If Entropic Specter damages any player, that player chooses and discards a card. */*.						When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.						Buyback. ♦: Target creature attacks this turn if able.					
Erg Raiders	SC	C	•••	•••	AN, R, 4th, 5th	Grove Pact	EN	R	••••	••••	SH	Internal Contract	SOR	R	••••	••••	MG
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.						Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.						Pay half your life, rounded up: Draw four cards.					
Evil Eye of Orms-Bore	SC	U	••	••	LG, 5th	Grove Seritude	EC	C	•••	•••	MG	Infernal Darkness	EN	R	••••	••••	IA
Your creatures may not attack, except for Evil Eyes. Evil Eye may only be blocked by walls. 3/6.						You may choose to play Grove Seritude as soon as: if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is block.						CU: +1 and 1 life. All manu-producing lands produce ♦ instead of their normal mana.					
Evil Presence	EL	U	••	••	LUR, 4th, 5th	Guardian of the Forest	SC	C	•••	•••	HL, 5th	Infernal Denizen	SC	R	••	•••	IA
Target land is now a basic swamp.						After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.						During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped and target opponent may gain control of a creature you control of his choice. ♦: Gain control of target creature. 5/7.					
Evincar's Justice	SOR	C	••••	••••	TM	Greeder Werewolf	SC	C	•••	•••	HL, 5th	Infernal Harvest	SOR	C	••••	••••	VS
Buyback. ♦: Evincar's Justice deals 2 damage to each creature and player.						After combat, play Greeder Werewolf as soon as: if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is block.						Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way, among any number of target creatures.					
Extinction	SOR	R	•••	•••	TM	Guardian of the Forest	SC	C	•••	•••	HL	Infernal Medusa	SC	U	••••	••••	LG
Destroy all creatures of any creature type of your choice.						Buyback. ♦: Add to your mana pool. Buy Initiates if more than ♦ is spent this way in one turn. 1/1.						Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.					
Fallen, The	SC	U	••••	••••	DK, CH	Greed	EN	R	•••	•••	LG, 4th	Infernal Tribute	EN	R	••••	••••	WL
During your upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.						♦: Pay 2 life: Draw a card.						Sacrifice a card in play: Draw a card.					
Fallen Angel	SC	U	•••	••••	LG, 5th	Grimoire	SC	C	•••	•••	SH	Inquisition	SOR	C	••	•••	DK
Sacrifice a creature: Fallen Angel gains +2/+1 until end of turn. 3/3.						Play Grimoire as soon as: if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is block.						Examine target player's hand: Do no damage for each white card.					
Fallen Askari	SC	C	•••	•••	VS	Guardian of the Forest	SC	C	•••	•••	HL	Insidious Bookworms	SC	C	••	••	AI
Flanking. Fallen Askari cannot block. 2/2.						Buyback. ♦: Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1.						All white and green enchantments cost on extra ♦ to cast. 2/2.					
Fatal Blow	INS	C	••	••	WL	Grazing	SC	C	•••	•••	HL	Jovial Evil	SOR	R	•••	•••	LG
Bury target creature that was damaged this turn.						Flashing. Whenever a creature attacks, blocking or attacking, the blocking creature gets -1/-1 until end of turn. 1/1. Reward.						Do 2 damage to opponent for each white creature he controls.					
Fatal Lore	SOR	R	••	•••	AI	Guardian of the Forest	SC	C	•••	•••	AN, 4th	Junin Efreet	SC	C	••••	••••	AN, 4th
Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.						Flighting. When Junin Efreet is destroyed, 3/3.						Flying. Pay ♦ during upkeep if Junin Efreet is destroyed. 3/3.					
Fear	EC	C	•••	•••	HL	Grazing	SC	R	••••	••••	AN	Juzum Djinn	SC	R	••••	••••	AN
Only block or artifact creatures may block target creature.						Flighting. Junin Djinn deals 1 damage to you during your upkeep. 5/5. Big meenie.						Juzum Djinn deals 1 damage to Junin Djinn during his upkeep. 5/5.					
Feast of the Unicorn	EC	C	•••	•••	HL	Guardian of the Forest	SC	C	•••	•••	MG	Koerkev's Hex	SOR	U	•••	•••	MG
Target creature gets +4/+0.						Flighting. Koerkev's Hex deals 1 damage to each non-block creature and an additional 1 damage to each green creature.						Koerkev's Spike	INS	R	•••	•••	VS
Feeble Famine	INS	U	•••	•••	AI	Guardian of the Forest	SC	R	•••	•••	HL	Killiferous	SC	R	•••	•••	EX
Bury target non-block, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 block creature.						Buyback. ♦: Discard your hand: Target player loses 5 life.						♦: Destroy target non-block creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you have in yours. 1/2.					
Feral Shadow	SC	C	••	•••	MG	Graffiti	SC	C	•••	•••	SH	Keeper of the Dead	SC	U	•••	•••	AI
Flying. 2/1.						For each 1 damage dealt to Graffiti, each opponent gains 1 life. 3/3.						If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6.					
Festering Evil	EN	U	•••	•••	WL	Grimoire	SC	R	••••	••••	EX	Kezzerdix	SC	R	••••	••••	TM
During your upkeep, Festering Evil deals 1 damage to each creature and player. ♦: Sacrifice: Do 3 damage to each creature and player.						For each 1 damage dealt to Grimoire, each opponent gains 1 life. 3/3.						First strike. During your upkeep, if your opponents control no creatures, Kezzerdix deals 4 damage to you. 4/4.					
Felid Horror	SC	C	•••	•••	MG	Guardian of the Forest	SC	R	••••	••••	AN, CH	Khabal Ghoul	SC	R	••••	••••	AN
♦: +1/+1 until end of turn. 1/2.						Buyback. ♦: As soon as: If you do, bury it at end of turn. 1/1.						Gets a +1/+1 counter at end of turn for each creature that was destroyed that turn. 1/1.					
Fevered Convolusions	EN	R	•••	•••	TM	Grazing	SC	C	•••	•••	HL	Kieldor Dead	SC	C	•••	••	IA, 5th
♦: Put a -1/-1 counter on target creature.						Flighting. When Grazing comes into play, target creature you control or buy Grazing Falls. No creature can attack you unless its controller plays an additional ♦ whenever the creature attacks.						You must sacrifice a creature when Kieldor Dead comes into play.					
Fevered Strength	INS	C	•••	•••	AI	Guardian of the Forest	SC	R	••••	••••	HL	Knight of Dusk	SC	U	••••	••••	TM
Enchanted creature gets +2/+0. Contrip.						Buyback. ♦: Destroy target creature blocking Knight of Dusk. 2/2.						First strike. During your upkeep, if your opponents control no creatures, Knight of Dusk deals 4 damage to you. 4/4.					
Fledding Djinn	SC	C	•••	•••	WL	Grazing	SC	U	••••	••••	IA, 5th	Knight of Stronghold	SC	U	••••	••••	IA, 5th
Flying. During your upkeep, Djinn deals 1 damage to you. 2/2.						Protection from white. ♦: +1/+0 until end of turn. ♦: First strike. 2/1.						Protection from white. ♦: +1/+0 until end of turn. Tap a swampy knight to bury that creature at end of turn. 1/1.					
Flow of Maggot	SC	R	••	••	IA	Grazing	SC	C	•••	•••	HL	Koskun Falls	EW	R	•••	•••	HL
CU: ♦: May not be blocked by non-wall creatures. 2/2.						Remove X creature cards in your graveyard from the game: Grazing Misery deals X damage to target player.						During your upkeep, tap target creature you control or buy Koskun Falls. No creature can attack you unless its controller plays an additional ♦ whenever the creature attacks.					
Forbidden Crypt	EN	R	•••	•••	MG	Grazing Misery	SC	C	•••	•••	WL	Krovikan Elemental	SC	U	•••	•••	IA
For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.						Buyback. ♦: Give a creature +1/+0 until end of turn. ♦: Give a creature you control flying until end of turn. Burry that creature at end of turn. 1/1.						Regenerate. 3/1.					
Forbidden Ritual	SOR	R	•••	•••	VS	Grazing Misery	SC	R	••••	••••	HL	Krovikan Felish	EC	C	•••	•••	IA, 5th
Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.						Buyback. ♦: Target creature gets +1/+1 until end of turn. ♦: Contrip.						Sacrifice a card in play: Target player loses 5 life.					
Forsaken Wastes	EW	R	•••	•••	MG	Grazing Misery	SC	R	••••	••••	SH	Krovikan Horror	SC	R	•••	•••	AL
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's cost loses 5 life.						At the end of any turn, if Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. ♦: Sacrifice a creature to Horror deal one damage to target creature or player. 2/2.						At the end of any turn, if Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. ♦: Sacrifice a creature to Horror deal one damage to target creature or player. 2/2.					
Foul Imp	SC	C	•••	•••	SH	Grazing Misery	SC	C	•••	•••	EX	Krovikan Plague	EC	U	•••	•••	AL
Flying. When Foul Imp comes into play, lose 2 life. 2/2						Buyback. ♦: Pay X life: Target creature gets +X/+0 until end of turn. ♦: First strike. 2/1.						Play on a non-wall creature you control. ♦: Tap an enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on an enchanted creature. Contrip.					
Frankenstein's Monster	SC	R	•••	•••	DK	Grazing Misery	SC	C	•••	•••	HL	Krovikan Vampire	SC	R	•••	•••	IA
Remove X creatures from your graveyard from the game when casting Monster. For each creature attack or loss 2 life. 3/2.						At the end of any turn, if Vampire is in your graveyard with a summon card directly above it, you may put Krovikan Vampire into your hand. ♦: Sacrifice a creature to Vampire leave play or your control. 3/3.						If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Burry the creature if Krovikan Vampire leaves play or your control. 3/3.					
Frenzy Shade	SC	C	•••	•••	LUR, 4th, 5th	Grazing Misery	SC	C	•••	•••	HL	Krovikan Horror	SOR	R	•••	•••	SH
♦: +1/+1 until end of turn. 0/1.						Buyback. ♦: Tap a swampy zombie to treat it as 1/1 block creature.						At the end of any turn, if Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. ♦: Sacrifice a creature to Horror deal 1 damage to that player instead of a creature. You may pay ♦ to end this effect. 1/1.					
Fugue	SOR	U	•••	•••	EX	Grazing Misery	SC	C	•••	•••	TM	Legions of Lim-Dul	SC	C	•••	•••	IA
Target player chooses and discards three cards.						Buyback. ♦: Put a Rat token into play. Treat it as 1/1 block creature.						Snow-covered swampwalk. 2/3.					
Funeralf Charrm	INS	C	•••	•••	VS	Grazing Misery	SC	R	••••	••••	HL	Leshroc's Sigil	SC	U	•••	•••	IA, 5th
Choose one—Target player chooses and discards a card; or target creature gets +2/+1 until end of turn, or target creature gains swampwalk until end of turn.						Buyback. ♦: Leeching Lizard. ♦: Lizard loses 1 ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leeching Lizard deals 1 damage to that player instead of a creature. You may pay ♦ to end this effect. 1/1.						Give target creature swampwalk.					
Funeral March	EC	C	•••	•••	LUR, 4th, 5th	Grazing Misery	SC	C	•••	•••	HL	Leshroc's Sigil	EN	U	•••	•••	IA
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore the effect if he controls no other creatures.						Buyback. ♦: Put a Rat token into play. Treat it as 1/1 block creature.						♦: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. ♦: Return Leshroc's Sigil to owner's hand.					
Gallowbroid	SL	R	•••	•••	WL	Grazing Misery	SC	C	•••	•••	SH	Leshroc's Sigil	EN	U	•••	•••	IA
CU: Pay 1 life. Trample. 5/5.						Buyback. ♦: Put a Rat token into play. Treat it as 1/1 block creature.						♦: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. ♦: Return Leshroc's Sigil to owner's hand.					
Gangrenous Zombies	SC	C	•••	•••	IA	Grazing Misery	SC	C	•••	•••	HL	Leshroc's Sigil	EN	U	•••	•••	IA
♦: Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps. 2/2.						Buyback. ♦: Put a Rat token into play. Treat it as 1/1 block creature.						♦: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. ♦: Return Leshroc's Sigil to owner's hand.					
Gate to Phryxius	EN	U	•••	•••	AQ	Grazing Misery	SC	C	•••	•••	LG	Leshroc's Sigil	EN	U	•••	•••</td	

MAGIC

The Gathering®

PLAYERS GUIDE

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Lesser Werewolf	SC	U	***	●●●	LG
• • -1/+0 until end of turn. Put a -1/-1 counter on creatures blocking or blocked by Werewolf. Power may not be reduced below 0 using this ability. 2/4.					
Lich	EN	R	**	●●●●	LU
Lose all life. For each point of damage you take, bury one permanent you control. For every point you gain, draw a card. If Lich leaves play you lose.					
Lim-Dul's Cohort	SC	C	**	●●●	IA
Creatures blocking or blocked by Cohort cannot regenerate. 2/3.					
Lim-Dul's Hex	EN	U	**	●●●	IA
During your upkeep, Hex does 1 damage to all players. Each player may pay 1 to prevent the damage to himself.					
Lim-Dul's High Guard	SC	C	***	●●●	AI
First strike. • • Regenerate. 2/1.					
Living Death	SOR	R	***	●●●	TM
Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside into play.					
Lord of the Pit	SC	R	***	●●●●	LUR, 4th, 5th
Flying, trample. During your upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.					
Lost Soul	SC	C	**	●●●	LG, 4th, 5th
Swampwalk. 2/1.					
Moddening Imp	SC	R	**	●●	TM
Flying. • • All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1.					
Marsh Gas	INS	C	* ●	●●	DK, 4th
Make all creatures 2/-0 until end of turn.					
Marsh Lurker	SC	C	**	●●●	TM
Sacrifice a swamp. Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2.					
Megrim	EN	U	**	●●	SH
Whenever any opponent discards a card, Megrim deals 2 damage to him.					
Mind Maggot	SC	U	***	●●●	EX
When Maggot comes into play, discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on Maggot. 2/2.					
Mind Peel	SOR	R	***	●●●	SH
Buyback. • • • Target player chooses and discards a card.					
Mind Ravel	SC	C	**	●●	IA, 5th
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.					
• Mind Twist	SOR	X	*****	●●●●●	LUR, 4th
Opponent must randomly discard X cards from his hand.					
Mind Warp	SOR	U	***	●●●	IA, 5th
Look at a player's hand and make him discard X cards of your choice.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description					
Mire Shade	SC	U	**	●●●	MG	Order of the Ebon Hand	SC	C	****	●●●●	FE
• • Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1.						Protection from white. • • +1/+1: First strike. 2/1.					
Mischievous Poltergeist	SC	U	**	●●●	WL	Oubliette	EN	C	***	●●●●	AN
Flying. Pay 1 life: Regenerate. 1/1.						Place target creature out of play. If Oubliette leaves play, creature returns tapped.					
Misinformation	INS	U	***	●●●	AI	Painful Memories	SOR	U	***	●●●	MG
Put 3 cards from an opponent's graveyard on top of his library in any order.						Look at target opponent's hand and put one card on top of his or her library.					
Mold Demon	SC	R	**	●●●●	LG	Paralyze	EC	C	***	●●●	LUR, 4th
Sacrifice two swamps when Mold Demon comes into play or bury him. 6/6.						Top target creature. Target creature doesn't untap as normal. Creature's controller may spend 1 to untap during upkeep.					
Moat Worms	SC	U	**	●●●	IA, 5th	Perish	SOR	U	***	●●●	TM
• Tap a land. As long as Worms remain tapped, that land does not untap at normal. You may choose not to untap Worms. 1/1.						Destroy all green creatures. Those creatures cannot be regenerated this turn.					
Moor Fiend	SC	C	**	●●●	IA	Pestilence	EN	C	***	●●●	LUR, 4th, 5th
Swampwalk. 3/3.						• Do 1 damage to each creature and all players. Bury Pestilence if there are no creatures in play at the end of any turn.					
Morgue Thrull	SC	C	**	●●●	SH	Pestilential Rats	SC	C	**	●●●	IA
Sacrifice Morgue Thrull: Put the top three cards of your library into your graveyard. 2/2.						* equals the number of other Rats in play. * /3.					
Morifin	SL	R	***	●●●●	WL	Phantom Fiend	SC	C	***	●●●	AI
Flying, CU: 1 life. 5/4.						• +1/+1 until end of turn. • • Switch Fiend's power and toughness.					
Mortuary	EN	R	***	●●●	SH	Phryxion Boon	EC	C	***	●●●	AI
Whenever any creature is put into your graveyard from play, put that creature on top of your library.						As long as enchanted creature is block, it gets -2/+1; otherwise it gets -1/+1.					
Murk Dwellers	SC	C	**	●●●	DK, 4th, 5th	Phryxion Gremlin	SC	C	***	●●●	AQ
If Murk Dwellers attack and is not blocked, it gains +2/+0. 2/2.						• Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.					
Nameless Race	SC	R	**	●●●	DK	Phryxion Tribute	SOR	R	**	●●●	MG
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. * /3.						Sacrifice two creatures: Destroy target artifact.					
Nousain	SOR	C	**	●●●	EX	Pillar of Aku	EW	R	***	●●●●	VS
All creatures get -1/-1 until end of turn.						During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and your Pillar of Aku.					
Neuroglotia	INS	U	***	●●●●	EX	Pit Imp	SC	C	**	●●●	TM
Play Neuroglotia only during your discard phase. Pay X life: Draw X cards.						Flying. • • Pit Imp gets +1/+0 until end of turn. You cannot spend more than 1 in this way each turn. 0/1.					
Neuroglotia	SC	U	***	●●●●	WL	Pit Scorpion	SC	C	**	●●●	LUR, 4th, 5th
Remove the top creature card in your graveyard from the game: +2/+2 until end of turn. 1/2.						If Pit Scorpion damages opponent, opponent gets 1 poison counter. 1/1.					
Neurite	SC	C	**	●●●●	FE, 5th	Pit Spawn	SOR	R	***	●●●●	EX
If Neurite attacks and isn't blocked, you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2.						First strike. During your upkeep, pay 1 or sacrifice Pit Spawn. If Pit Spawn damages any creature, remove that creature from the game. 6/4.					
Neurocracy	EN	U	**	●●●	VIS	Plague Rats	SC	C	**	●●●	LUR, 4th, 5th
You may play as an instant; if you do, bury it at end of turn. Choose a creature in your graveyard. When Neurocracy comes into play, put that creature into play as though just played and Neurocracy becomes an enchantment that targets the creature. If Neurocracy leaves play, bury the creature.						Power and toughness equal number of Plague Rats in play. * /3.					
Nekrotakta	SC	U	***	●●●●	VIS	Plaguebearers	SC	R	***	●●●●	EX
First strike. When Nekrotakta comes into play, bury target nonartifact, nonblock creature. 2/1.						• • • • Destroy target nonblock creature with casting cost equal to X. 1/1.					
Nether Shadow	SC	R	**	●●●	LUR, 4th, 5th	Pox	SC	R	***	●●●●	IA, 5th
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.						Each player sacrifices 1/3 of their life; then they must discard 1/3 of their cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.					
Nether Void	EW	R	*****	●●●●●	LUR, 4th, 5th	Priest of Yawgmoth	SC	C	•	●●●	AQ
All spells are countered unless their controller spends an additional 1.						• • • • Sacrifice an artifact and add 1 equal to its cost to your main pool. 1/2.					
Nettling Imp	SC	C	**	●●●	VS	Purraj of Urborg	SL	R	***	●●●●	MG
Sacrifice a swamp. Nettling Imp cannot be blocked this turn except by artifact creatures and black creatures. 3/2.						First strike when attacking. • • Put a +1/+1 counter on Purraj. Use only when a black spell is cast and only once for each spell. 2/3.					
Megrim	EN	U	**	●●●	SH	Python	SC	C	**	●●●●	VS
Whenever any opponent discards a card, Megrim deals 2 damage to him.						3/2.					
Mind Maggot	SC	U	***	●●●	EX	Quagmire	EN	U	•	●●●	LG
When Maggot comes into play, discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on Maggot. 2/2.						Creatures with swampwalk may be blocked as normal.					
Mind Peel	SOR	R	***	●●●	SH	Rabid Rats	SC	C	**	●●●	SH
Buyback. • • • Target player chooses and discards a card.						• • Target blocking creature gets -1/-1 until end of turn. 1/1.					
Mind Ravel	SC	C	**	●●●	IA, 5th	Rag Man	SC	R	**	●●●●	DK, 4th, 5th
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.						• • • • Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.					
• Mind Twist	SOR	X	*****	●●●●●	Rain of Tears	SOR	U	***	●●●●	TM	
Opponent must randomly discard X cards from his hand.						Destroy target land.					
Mind Warp	SOR	U	***	●●●	Raise Dead	SOR	C	***	●●●●	LUR, 4th, 5th	
Look at a player's hand and make him discard X cards of your choice.						Bring a creature from your graveyard into your hand.					
Mind Whip	EC	R	**	●●●●	Rats of Roth	SC	C	**	●●●●	TM	
During target creature's controller's upkeep, Mind Whip does 2 damage to that player and taps the creature if he does not pay 1.						• • • • Destroy target artifact, creature, or land you control. 2/1.					
Mindwhip Silver	SC	U	**	●●●●	Ravenous Vampire	SC	U	***	●●●●	MG	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.					
Mindwhip Silver	SC	C	**	●●●●	Razorooth Rats	SC	C	**	●●●●	WL	
• • • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Cannot be blocked except by artifact creatures and block creatures. 2/1.					
Mindwhip Silver	SC	U	**	●●●●	Reanimate	SOR	U	***	●●●●	TM	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.					
Mindwhip Silver	SC	C	**	●●●●	Reckless Spike	INS	U	***	●●●●	TM	
• • • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Destroy two nonblock creatures. Lose 5 life.					
Mindwhip Silver	SC	U	**	●●●●	Recurring Nightmare	EN	R	**	●●●●	EX	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Sacrifice a creature. Return Recurring Nightmare to owner's hand. Put target creature card from your graveyard into play. Play this ability as a sorcery.					
Mindwhip Silver	SC	C	**	●●●●	Reign of Terror	SOR	U	***	●●●●	MG	
• • • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Bury all white or green creatures. Lose 2 life for each creature.					
Mindwhip Silver	SC	U	**	●●●●	Restless Dead	SC	C	***	●●●●	MG	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						• • Regenerate Restless Dead. 1/1.					
Mindwhip Silver	SC	C	**	●●●●	Revenant	SC	R	***	●●●●	SH	
• • • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard.					
Mindwhip Silver	SC	U	**	●●●●	Ritual of the Machine	SOR	R	***	●●●●	AI	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Sacrifice a creature. Gain control of a non-block, non-artifact creature.					
Mindwhip Silver	SC	C	**	●●●●	Royal Assassin	SC	R	****	●●●●●	LUR, 4th	
• • • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						• • • • Destroy any tapped creature. 1/1.					
Mindwhip Silver	SC	U	**	●●●●	Sacrifice	MS	U	•	●●●●	LUR	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Sacrifice a creature to get 1 equal to that creature's casting cost.					
Mindwhip Silver	SC	C	**	●●●●	Sadistic Glee	EC	C	•	●●●●	TM	
• • • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.					
Mindwhip Silver	SC	U	**	●●●●	Sarcomancy	EN	R	•	●●●●	TM	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Put a 2/2 black Zombie token into play. During your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.					
Mindwhip Silver	SC	C	**	●●●●	Scare Tactics	INS	C	•	●●●●	EX	
• • • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						All creatures you control get +1/+0 until end of turn.					
Mindwhip Silver	SC	U	**	●●●●	Scathe Zombies	SC	C	•	●●●●	LUR, 4th	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						2/2, Zzzzz... At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.					
Mindwhip Silver	SC	C	**	●●●●	Scavenging Ghoul	SC	U	•	●●●●	LUR, 4th	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.					
Mindwhip Silver	SC	U	**	●●●●	Screching Harpy	SC	U	***	●●●●	TM	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						Flying. • • Regenerate Screching Harpy. 2/2.					
Mindwhip Silver	SC	C	**	●●●●	Season of the Witch	EN	R	•	●●●●	IA	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						At end of each player's turn, bury all untapped creatures that could have attacked but didn't. Pay 2 life during upkeep or Season is destroyed.					
Mindwhip Silver	SC	U	**	●●●●	Seizures	EC	C	•	●●●●	IA	
Each Silver gains 1. • • Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.						When target creature becomes tapped, that creature's controller must pay 1 or Seizures does 3 damage to him.					

Key
 ART Artifact
 AC Artifact Creature
 CR Current Rarity
 EA Enchant Artifact
 EC Enchant Creature
 LL Legendary Land
 INT Interrupt
 EW Enchant World
 MS Mana Source
 INS Instant
 SL Summon Legend
 SC Summon Creature
 SOR Sorcery

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description					Description					Description					Sets Found		
Sengir Autocrat	SC	R	***	@@	HL,5th	Stupor	SOR	U	****	@@	MG	Underworld Dreams	EN	U	*****	@@@	LG
When Autocrat comes into play, put 3 smurf tokens into play. Smurf these as 0/1 block creatures. If Autocrat smuffs play, snuff your smurfs. 2/2.						Opponent discards a card at random, then chooses and discards a card.						Do 1 damage to opponent for each card he draws.					
Sengir Bots	SC	C	**	@@@	HL	Sug Atta Assassin	SC	U	**	@@@	VS	Unholy Strength	EC	C	***	@@	L,UR,4th,5th
Flying. For each creature put into the graveyard in the same turn that it was damaged by Bots, Bots receive +1/+1. 1/2.						Assassin cannot be blocked except by artifact or block creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.						Target creature gains +2/+1.					
Sengir Vampire	SC	U	***	@@@	L,U,R,4th	Swamp Mosquito	SC	C	**	@@	All	Urbog Justice	INS	R	***	@@	WL
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 4/4.						Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.						Target opponent buries a number of creatures he or she controls equal to the number of creatures put into graveyard from play so far this turn.					
Serpent Warrior	SC	C	**	@@	SH	Syphon Soul	SOR	C	**	@@	LG	Urbog Minducker	SC	C	**	@@	VS
When Serpent Warrior comes into play, lose 3 life. 3/3.						Do 2 damage to all players except caster. Gain life equal to total damage dealt.						Sacrifice Urbog Minducker. Target opponent discards a card at random. Play this ability as a sorcery. 2/2.					
Servant of Vorlath	SC	C	*	@@	TM	Tainted Specter	SC	R	**	@@	MG	Urbog Panther	SC	C	***	@@	MG
If Servant of Vorlath leaves play, sacrifice a creature. 3/3.						Flying. 1/1, 1/1: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.						Sacrifice Panther. Destroy target creature blocking Panther. Sacrifice Feral Shadow, Beaststealer, and Urbog Panther. Search your library for Spirit of the Night and put it into play as though it were just played. 2/2.					
Sewars of Estark	INS	R	**	@@	PR	Takklemoggoat	EC	U	**	@@@	LG,CH	Urbog Stalker	SC	R	***	@@	WL
If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.						Give target -0/-1 counter during controller's upkeep. If creature dies, controller new a spell if not. If target, Takklemoggoat becomes an enchantment and does 1 damage during upkeep to its last controller.						During each player's upkeep, if that player controls any non-land permanents that are not black, Stalker deals 1 damage to that player. 2/4.					
Sewer Rats	SC	C	**	@@	MG	Tar Pit Warrior	SC	C	**	@@	VS	Vampire Bots	SC	C	**	@@	LG,4th,5th
Pay 1 life: +1/+0 until end of turn. You cannot spend more than 2/2 in this way each turn. 1/1.						If Tar Pit Warrior is the target of a spell or effect, bury Warrior. 3/4.						Flying. 1/1: Give Bots +1/+0 until end of turn. Only @@ may be spent this way per turn. 0/1.					
Shadow Guildmage	SC	C	**	@@	MG	Tendrils of Despair	SOR	C	**	@@	WL	Vampire Hounds	SC	C	**	@@	EX
Put target creature you control on top of owner's library. 1/1: Guildmage deals 1 damage to any target and 1 damage to you. 1/1.						Sacrifice a creature. Target opponent chooses and discards two cards.						Choose and discard a creature card: Vampire Hounds gets +2/+2 until end of turn. 2/2.					
Shadow Rider	SC	C	**	@@	WL	Terror	INS	C	****	@@@	L,U,R,4th,5th	Vampire Tutor	INS	R	****	@@	VS
Flanking. 3/3.						Bury target creature. Cannot target block or artifact creatures.						Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.					
Shallow Grave	INS	R	****	@@	MG	Thrull Champion	SC	R	**	@@	FE	Vampirism	EC	C	**	@@	VS
Put top creature from your graveyard in play. Creature is unaffected by summoning sickness and is removed from game at end of any turn.						All Thrulls get +1/+1. Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of it. 2/2.						Enchanted creatures gets +1/+1 for each other creature you control. All other creatures you control get -1/-1. Cantrip.					
Shattered Crypt	SOR	C	**	@@	WL	Thrull Retainer	EC	U	***	@@	FE,5th	Veldrone of Sengir	SL	R	**	@@	HL
Return X creatures from your graveyard to your hand and lose X life.						Give target +1/+1. Sacrifice Retainer to regenerate the creature.						1/1, 1/1: Veldrone gets Forestwalk and -3/-0. 5/5.					
Shauku, Endbringer	SL	R	**	@@	MG	Thrull Surgeon	SC	C	**	@@	EX	Vorlath's Dungeon	EN	U	***	@@	EX
Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. 1/1: Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.						1/1, 1/1: Sacrifice Surgeon. Look at target player's hand and choose one of those cards. The player discards that card. Play this ability as a sorcery. 1/1.						Any player may pay 5 life during his or her turn to destroy Vorlath's Dungeon. Choose and discard a card: Target player chooses a card in his hand and puts that card on top of his library. Play this ability as a sorcery.					
Shimion Night Stalker	SC	U	***	@@@	LG,CH	Thrull Wizard	SC	U	*	@@	FE	Wake of Vultures	SC	C	**	@@	VS
Redirect damage done to you by an attacking creature to Stalker. 4/4.						1/1, 1/1: Counter block spell unless caster pays an additional @@ or @@. 1/1.						Flying. 1/1: Sacrifice a creature. Regenerate Wake of Vultures. 3/1.					
Simulacrum	INS	U	***	@@	L,U,R,4th	Walking Dead	SC	U	***	@@	LG	Walking Dead	SC	U	***	@@	LG
Redirect all damage done to you this turn to one of your creatures.						1/1, 1/1: Regenerate Walking Dead. 1/1.						Damage done to Wall of Bone by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.					
Sinkhole	SOR	C	***	@@	L,U	Wall of Bones	SC	U	**	@@	WL	Wall of Corpse	SC	C	**	@@	MG
Destroy a land.						1/1, 1/1: Regenerate Wall of Bone. 1/4.						Sacrifice Corpse: Destroy target creature blocked by Wall. 0/2.					
Skeleton Scavengers	SC	R	***	@@	SH	Wall of Putrid Flesh	SC	U	**	@@	LG	Wall of Shadows	SC	C	**	@@	LG,CH
Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay 1/1 for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers and put a +1/+1 counter on it. 0/0.						Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.						Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.					
Skulking Ghost	SC	C	**	@@	MG	Wall of Souls	SC	U	***	@@	SH	Wall of Tomstones	SC	U	**	@@	LG
Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.						1/1, 1/1: Regenerate Wall of Souls. Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent. 0/4.						~the number of creatures in your graveyard. 0/1+*.					
Skyshrub Vampire	SC	U	**	@@@	TM	Warp Artifact	EA	R	**	@@	LG,UR,4th,5th	Wave of Terror	EN	R	**	@@	WL
Flying. Discard a creature card: Vampire gets +2/+2 until end of turn. 3/3.						Do 1 damage to target artifact's controller during upkeep.						CU: At the end of your upkeep, bury each creature with casting cost equal to Wave of Terror's last paid opponent's upkeep.					
Slaughter	INS	U	***	@@	EX	Weakness	EC	C	**	@@	L,U,R,4th,5th	Wicked Reward	INS	C	**	@@	VS
Buyback—Pay 4 life. Destroy target nonblock creature. That creature cannot be regenerated this turn.						Target creature loses -2/-1.						Sacrifice a creature: Target creature gets +4/+2 until end of turn.					
Soldene Adnate	SC	C	**	@@	AI	Will-O'-The-Wisp	SC	R	***	@@	WL	Warp Artifice	EA	R	**	@@	LG,UR,4th,5th
Sacrifice a block or artifact creature to add an amount of @@ equal to that creature's casting cost to your mana pool. 1/2.						Do 1 damage to target artifact's controller during upkeep.						CU: Regenerate Will-O'-The-Wisp. 0/1.					
Songs of the Damned	MS	C	**	@@	IA	Waving	INT	U	***	@@	MG	Withering Boon	INT	U	***	@@	IA
Add @@ to your mana pool for every creature in your graveyard.						At the end of your upkeep, bury each summon spell with casting cost equal to Waving's last paid opponent's upkeep.						Pay 3 life: Counter target summon spell.					
Sorceress Queen	SC	R	***	@@@	AN,R,4th,5th	Withering Wisp	EN	U	***	@@	MG	Withering Wisp	EN	U	***	@@	IA
Target creature becomes 0/2 until end of turn. 1/1.						Do 1 damage to all creatures and players. You cannot spend more than the number of snow-covered swamps you control. Destroy if there are no creatures in play at end of turn.						@@ damage to all creatures and players. You cannot spend more than the number of snow-covered swamps you control. Destroy if there are no creatures in play at end of turn.					
Soul Burn	SOR	C	**	@@	IA	Word of Binding	SOR	C	***	@@@	DK,4th	Worms of the Earth	EN	R	***	@@@	DK
Do one damage to any target for each @@ spent in this way.						Target creature loses -2/-1.						No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.					
Soul Kiss	EC	C	**	@@	IA	Wretched	SC	R	***	@@@	LG,CH,5th	Worms of the Earth	EN	R	***	@@@	DK
Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than @@ in this way each turn.						After combat, take control of all creatures: Blocking the Wretched, Lose control of such creatures if Wretched leaves play or your control. 2/5.						After combat, take control of all creatures: Blocking the Wretched, Lose control of such creatures if Wretched leaves play or your control. 2/5.					
Soul Rend	INS	U	***	@@	MG	Xeric Poltergeist	SC	R	***	@@@	AQ,4th,5th	Yawgmoth Demon	SC	R	**	@@	AQ,CH
Bury target white creature. Contrip.						Turn non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.						Flying, first strike. During your upkeep, sacrifice one of your artifacts or Yawgmoth Demon taps and does 2 damage to you. 6/6.					
Soulsire	INS	C	**	@@	MG	Zombie Master	SC	R	**	@@	L,U,R,4th,5th	Zombie Mob	SC	U	***	@@	MG
Target creature you control gets +1/+0 until end of turn, where * is the number of creatures in your graveyard. Bury creature at end of turn.						All zombies in play gain swampwalk and may regenerate for @@. 2/3.						Comes into play with one +1/+1 counter for each summon card in your graveyard. Remove all of those cards from the game. 2/0.					
Souldrinker	SC	U	***	@@	TM	Zombie Scavengers	SC	C	***	@@	WL	Zombie Scavengers	SC	C	***	@@	WL
Pay 3 life: Put a +1/+1 counter on Souldrinker. 2/2.						Choose top card in your graveyard from the game: Regenerate. 3/1.						Remove top card in your graveyard from the game: Regenerate. 3/1.					
Spike Cannibal	SC	U	**	@@	EX	Touch of Darkness	INS	U	*	@@	LG	BLUE					
Comes into play with one +1/+1 counter. When Cannibal comes into play, move all +1/+1 counters from all creatures onto Cannibal. 0/0.						Change the color of one or more creatures to black until end of turn.						Abduction	EC	U	***	@@	WL
Spinal Graft	EC	C	**	@@	TM	Touch of Death	INS	C	**	@@	IA,5th	Untap enchanted creature. Gain control of enchanted creature. If creature is put into your graveyard, put that creature into play under its owner's control.					
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn.						Place a -1/-1 token on creature. Torture enchantments.						Abjuration	INS	C	**	@@	WL
Spinning Darkness	INS	C	***	@@	WL	Tortured Existence	EN	C	**	@@	FE	Sacrifice a block permanent: Counter target spell.					
You may remove the top 3 black cards in your graveyard from game instead of paying casting cost. Do 3 damage to target nonblock creature. Gain 3 life. 6/5.						Choose and discard a creature card: Return target creature card from your graveyard to your hand.						Acid Rain	SOR	R	***	@@	LG
Spirit of the Night	SL	R	***	@@@	MG	Torture	EC	C	**	@@	SH	Destroy all forests in play.					
Flying, trample, protection from block. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.						Do 1 damage to any player and gain 1 life. Contrip.						Abjuration	EN	U	***	@@	HL,5th
Spirit Shockle	EC	U	**	@@	LG,4th	Touch of Death	EN	U	**	@@	SH	No summon spells may be cast. Anyone may pay 4 life to bury Storm.					
Put q -2/-2 counter on target creature every time it tops.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	EN	U	***	@@	EX
Spoils of Evil	TNT	R	***	@@	IA	Tourch's Chant	EN	U	**	@@	FE	Choose and discard X creature cards: Return X target creatures to their owner's hand.					
Add @@ to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Acid Rain	SC	U	***	@@	LG,4th,5th
Spoils of War	SOR	R	***	@@	IA	Tourch's Chant	EN	U	**	@@	FE	Flying. 4/4.					
Put X +1/+1 counters on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	SC	U	***	@@	LG
Stench of Decay	INS	C	**	@@	AI	Tourch's Chant	EN	U	**	@@	FE	Flying. 4/4.					
All non-artifact creatures get -1/-1 until end of turn.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	SC	U	***	@@	LG
Stench of Evil	SOR	U	***	@@	IA	Tourch's Chant	EN	U	**	@@	FE	Flying. 4/4.					
Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay @@ for each point he wishes to prevent.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	SC	U	***	@@	LG
Stone-Throwing Devils	SC	C	***	@@	AN	Tourch's Chant	EN	U	**	@@	FE	Flying. 4/4.					
First strike. 1/1.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	SC	U	***	@@	LG
Strands of Night	EN	U	***	@@@	WL	Tourch's Chant	EN	U	**	@@	FE	Flying. 4/4.					
Pay 2 life. Sacrifice a swamp: Put target creature card from your graveyard into play.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	SC	U	***	@@	LG
Stronghold Cabal	SC	R	****	@@@	IA,5th	Tourch's Chant	EN	U	**	@@	FE	Flying. 4/4.					
Pay 1 life to counter a white spell. 2/2.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	SC	U	***	@@	LG
Stronghold Spy	SC	U	**	@@	AI	Tourch's Chant	EN	U	**	@@	FE	Flying. 4/4.					
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	SC	U	***	@@	LG
Stronghold Assassin	SC	R	***	@@@	SH	Tourch's Chant	EN	U	**	@@	FE	Flying. 4/4.					
Sacrifice a creature: Destroy target nonblock creature. 2/2.						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	SC	U	***	@@	LG
Stronghold Taskmaster	SC	U	***	@@@	SH	Tourch's Chant	EN	U	**	@@	FE	Flying. 4/4.					
All other block creatures get -1/-1. 4/3						Whenever a player puts a forest into play Touch of Death deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.						Abjuration	SC	U	***	@@	LG

STUMPERS



Q: I cast a Lich and then use a Mirror Universe during my next upkeep to trade life totals with my opponent. What happens?—Carlos Fernandez, Boca Raton, Fla.

A: You must draw as many cards as your opponent had life; if you can't, you lose the game immediately. Your opponent drops down to zero life, which usually means that he will die at the end of your upkeep.

- Timmerian Fiends** SC R • HL
 Sacrifice Fiends: Bury target opponent's artifact and put it in your graveyard. Put Fiends into his graveyard. This change is permanent.

Tombstone Stairwell EW R *** ♦♦♦ MG
Opponent may ante an additional card to counter this effect. 1/1.
Cumulative Upkeep: ♦♦♦ During each player's upkeep, he puts into play a token for each creature in his graveyard. These tokens are 2/2 block creatures.

Torment	EC	C	••		SH
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Enchanted creature gets -3/-0.

Torture EC C ** ♦ HL,5th

Tortured Existence FN [] 2 3 2 SH

Choose and discard a creature card. Return triplet creature card from

• Choose and discard a creature card. Return larger creature card from your graveyard to your hand.

Touch of Darkness INS U • • LG

Change the color of one or more creatures to black until end of turn.
Touch of Death SOR 5 IA 5th

Touch of Death SUR C 28 1A,3M
Do 1 damage to any player and gain 1 life. Continue.

Tourach's Chant EN U •• ①②③ FE

Whenever a player puts a forest into play Touroch's Chant deals 3 damage to all other creatures.

To him if he does not place a -1/-1 counter on a creature he controls.
Toureach's Fate El R • 000 FF

Sacrifice a Thrull to put three time counters on target kind. Remove a

counter during upkeep, burying Gate when there it has no time counters.

① Tap land to give all your attacking creatures +2/-1 until end of turn.

Transmutation INS (••• ⚡ LG, CH
Transmutation's poison and toughness are switched until end of turn.

Target creature's power and toughness are switched until end of turn.

All damage done to Uncle Istvan by creatures is reduced to zero. 1/3.

100

Touch of Darkness	INS	U	•	•	LG
Change the color of one or more creatures to black until end of turn.					
Touch of Death	SOR	C	•	•	IA, 5th
Do 1 damage to any player and gain 1 life. Contro.					
Tourch's Chant	INS	U	•	•	FE
Whenever a player puts a forest into play Tourch's Chant deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.					
Tourch's Gate	EL	R	•	•	FE
Sacrifice a Thrull to put three time counters on target land. Remove a counter during upkeep, burying Gate when there is no time counters.					
• Top land to give all your attacking creatures +2/-1 until end of turn.					
Transmutation	INS	C	•	•	LG, CH
Target creature's power and toughness are switched until end of turn.					
Uncle Istvan	SC	U	•	•	DK, 4th
All damage done to Uncle Istvan by creatures is reduced to zero. 1/3.					
Abduction					
Untap enchanted creature. Gain control of enchanted creature. If creature is put into any graveyard, put that creature into play under its owner's control.					
Aiture	INS	C	•	•	WL
Sacrifice a blue permanent: Counter target spell.					
Ack-A-Tron	SOR	R	•	•	LG
Destroy all forests in play.					
After Storm	ENR	U	•	•	HL, 5th
No summon spells may be cast. Anyone may pay 4 life to bury Storm.					
After Tide	SOR	C	•	•	EX
Choose and discard X creature cards: Return X target creatures to their owner's hand.					
Air Elemental	SC	U	•	•	L, U, R, 4th, 5th
Flying, 4/4.					

MAGIC

The Gathering

PLAYERS GUIDE

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Amnesia	SOR	U	****	●●●●	DK
Look at target player's hand. Target discards all non-land cards.					
Ancestral Knowledge	EN	R	****	●●●●	WL
CU: ● Look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.					
Ancestral Memories	SOR	R	****	●●●●	MG
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.					
Ancestral Recall	INS	R	*****	●●●●●	LU
Target player draws three cards.					
Animate Artifact	EA	U	**	●●	L,U,R,4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.					
Anti-Magic Aura	EC	C	***	●●●	LG,5th
Destroys all enchantments on target creature. Enchant creature cannot be targeted by any other instants, sorceries, or enchantments.					
Apathy	EC	C	***	●●●	WL
Enchanted creature does not untap during its controller's untap phase. During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.					
Apprentice Wizard	SC	C	***	●●●	DK,4th
● Add ● to your mana pool. 0/1.					
Arcane Denial	INT	C	****	●●●●	AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn. Contrip.					
Argivion Restoration	SOR	U	**	●●	WL
Put target artifact card from your graveyard into play.					
Arjuna's Ascension	EN	C	***	●●●	IA
CU: ● Target creature gains flying until end of turn.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Betrayal	EC	C	**	●●	VS
Play only on a creature an opponent controls. If enchanted creature becomes tapped, draw a card.					
Binding Grasp	EC	U	***	●●●	IA,5th
Pay ● during upkeep or buy Binding Grasp. Gain control of target creature, which gains +0/+1.					
Blue Elemental Blast	INT	C	****	●●●●	L,U,R,4th
Counter a red spell being cast or destroy a red card in play.					
Boomerang	INS	C	***	●●●	LG,CH,MG,5th
Return target permanent to owner's hand.					
Braingeaser	SOR	R	****	●●●●	L,U,R
Target player must draw X cards.					
Brainstorm	INS	C	***	●●●	IA,5th
Draw three cards, then put any two cards from your hand on top of your library in any order.					
Breath of Dreams	EN	U	**	●●●	IA
CU: ● Green creatures require an additional CU: ●.					
Breezekeeper	SC	C	***	●●●	VS
Flying, phasing. 4/4.					
Bring Hog	SC	U	*	●●●	LG
If Bring Hog goes to the graveyard, all creatures that dealt damage to Hog that turn become 0/2 permanently. 2/2.					
Browse	EN	U	***	●●●	AI
● ● Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.					
Capsize	INS	C	****	●●●●	TM
Buyback ●. Return target permanent to owner's hand.					
Cerulean Wyvern	EN	U	***	●●●	MG
Flying, protection from green. 3/3.					
Chain Stasis	INS	R	**	●●	HL
Tag or untap target creature. Controller of target creature may pay ● to have Chain Stasis tap or untap another target creature.					
Chill	EN	U	*	●●●	TM
Red spells cast an additional ● to play.					
Chronotap	SC	R	***	●●●	VS
Skip next turn: Chronotap gets +3/+3 until end of turn. Use only once each turn. 1/2.					
Clairvoyance	INS	C	**	●●	IA
Look at target player's hand. Draw a card at beginning of next turn.					
Cloak of Invisibility	EC	C	***	●●●	MG
Enchanted creature gains phasing and can only be blocked by Walls.					
Clone	SC	U	***	●●●	L,U,R
Clone acquires all characteristics, including color, of target creature. */*					
Cloud Djinn	SC	U	**	●●	WL
Flying. Cloud Djinn can block only creatures with flying. 5/4.					

KILLER COMBOS



| Hollow Weenie and Grave Pact: We just couldn't resist the opportunity to get our favorite Halloween card in here—InQuest's own Hollow Weenie. If you're playing for fun try this out: With Grave Pact in play your opponent will think twice about calling for a trick, ensuring that you get your treat of drawing an extra card every single turn.

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Avizoa	SC	R	**	●●	WL
Flying. Skip your next untap phase: Avizoa gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.					
Awesome Presence	EC	C	***	●●●	AI
Enchanted creature can't be blocked unless defending player pays an additional ● for each creature assigned to block it.					
Azmid Drake	SC	C	**	●●	MG
Flying. ●/+0 until end of turn. You cannot spend more than ● in this way each turn. 1/3.					
Azuro Drake	SC	U	***	●●●	LG,CH,5th
Flying. 2/2.					
Backfire	EC	U	**	●●	LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.					
Boki's Curse	SOR	R	***	●●●	HL
Do 2 damage to each creature for each enchantment on that creature.					
Balduvion Conjuror	SC	U	***	●●●	IA
Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.					
Balduvion Shaman	SC	C	***	●●●	IA
Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: ●/1.					
Bay Falcon	SC	C	***	●●●	MG
Flying. Attacking does not cause Bay Falcon to tap. 1/1.					
Bazaar of Wonders	EW	R	***	●●●	MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.					
Benthic Behemoth	SC	R	***	●●●	TM
Islandwalk. 7/6.					
Benthic Explorers	SC	C	***	●●●	AI
Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. 2/4.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Cloud Elemental	SC	C	**	●●	VS
Flying. Cloud Elemental can block only creatures with flying. 2/3.					
Cloud Spirit	SC	C	**	●●	SH
Flying. Cloud Spirit can block only creatures with flying. 3/1.					
Contempt	EC	C	***	●●●	SH
If enchanted creature attacks, return that creature and Contempt to owner's hand at end of combat.					
Control Magic	EC	U	****	●●●●	L,U,R,4th
Gain control of target creature as long as Control Magic remains on creature.					
Copy Artifact	EN	R	*****	●●●●●	L,U,R
Duplicate any artifact in play. Treat as both an enchantment and an artifact.					
Core Fighters	SC	U	***	●●●	MG
If fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.					
Coral Reef	EN	C	**	●●	HL
Put 4 polyph counters on Reef. ● Sacrifice on island for 2 polyphs. ● Place a +0/+1 counter on a blue creature you control. Remove 1 polyph.					
Counterspell	INT	C	****	●●●●	L,U,R,TH,JA,5th,TM
Counter target spell as it is being cast.					
Creature Bond	EC	C	**	●●	L,U,R,4th
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.					
Cunning	EC	C	**	●●	EX
Enchanted creature gets +3/+3. If enchanted creature attacks or blocks, sacrifice Cunning at end of turn.					
Curiosity	EC	U	**	●●	EX
If enchanted creature damages an opponent, you may draw a card.					
Dance of Many	EN	R	***	●●●	DK,CH,5th
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay ● during upkeep or destroy Dance of Many.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Dandan	SC	C	**	●●	AN,CH,5th
Islandhome. 4/1.					
Daring Apprentice	SC	R	***	●●●	MG
Sacrifice Daring Apprentice: Counter target spell. 1/1.					
Dark Maze	SC	C	**	●●	HL,5th
● Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.					
Deep Spawn	SC	U	**	●●●●	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawn. ● Spawn may not be target of spells or effects until end of turn. Tap Spawn if it was untapped. Does not untap as normal during your next upkeep. 6/6.					
Deep Water	EN	C	*	●●●	DK
All mono-producing lands under your control produce ● until and of turn instead of their usual mana.					
Deflection	INT	R	****	●●●●	IA,5th
Target spell with one target now targets a legal target of your choice.					
Deserter	INT	R	***	●●●	VS
Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.					
Devouring Deep	SC	C	**	●●	LG
Islandwalk. 1/2.					
Diminishing Returns	SOR	U	****	●●●●	AI
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards of your library from game. Each player draws up to 7 cards.					
Dismiss	INT	U	***	●●●	TM
Counter target spell. Draw a card.					
Disrupt	INS	C	**	●●	WL
Counter target instant, interrupt, or sorcery spell unless its caster pays an additional ●. Draw a card.					
Dissipate	INT	U	****	●●●●	MG
Counter target spell. Remove that card from the game.					
Dominating Livid	SC	R	***	●●●	EX
● ● Livid loses this ability and becomes a creature enchantment that reads "Gain control of enchanted creature." Move Dominating Livid onto target creature. You may pay ● to end this effect. 1/1.					
Drama's Restoration	SOR	E	**	●●	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.					
Dream Power	SOR	R	***	●●●	L,U,R,4th,5th
Top opponent's lands for mana and draw all mana in his pool into yours.					
Dream Cache	SOR	C	***	●●●	MG,TM
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.					
Dream Coat	EC	U	**	●●	LG
During your upkeep you may change target creature's color.					
Dream Fighter	SC	C	***	●●●	MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.					
Dream Halls	EN	R	**	●●●	SH
Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is 0.					
Dream Prowler	SC	C	***	●●●	SH
Dream Prowler is unblockable as long as no other creatures are attacking. 1/5.					
Dream Tides	EN	U	**	●●	VS
Creatures' controller may pay an additional ● during his or her upkeep to untap that creature.					
Dreams of the Dead	EN	U	**	●●	IA
● Put a white or black creature from your graveyard into play. That creature now has CU: ●. If creature leaves play, remove it from game.					
Drowned	SC	C	**	●●	DK
Regenerates. 1/1.					
Duplicity	EN	R	**	●●●	TM
When Duplicity comes into play, put the top five cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card. If you lose control of Duplicity, put all cards on it into owner's graveyard.					
Elder Spawn	SC	R	●	●●●●	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or buy Elder Spawn and lose 6 life. 6/6.					
Electric Eel	SC	U	●	●●●●	DK
● +2/+0 and Eel does 1 damage to you. 1/1.					
Enchantment Alteration	INS	U	***	●●●	LG,CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.					
Energy Flux	EN	U	***	●●●	AQ,R,4th,5th
Each artifact requires ● during upkeep or it must be destroyed.					
Energy Tap	SOR	C	**	●●	LG,4th
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.					
Energy Vortex	EN	R	**	●●	MG
At beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays ● for each counter on Vortex, or takes 3 damage. ●: Put X counters from Vortex. Use this ability only during your upkeep.					
Evervane	INS	U	**	●●	IA,5th
Top target creature, land, or artifact. Contrip.					
Ephemeron	SC	R	●	●●●●	EX
Flying. Choose and discard a card: Return Ephemeron to owner's hand. 4/4.					
Equilibrium	EN	R	****	●●●●	EX
Whenever you successfully cast a creature spell, you may pay ● to return target creature to owner's hand.					
Erosion	EL	C	**	●●●●	DK,4th
Destroy target land unless controller pays ● or pays 1 life during upkeep.					
Errant Minion	EC	C	**	●●●●	IA
Damage target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay ● for each damage he wishes to prevent.					
Ertai, Wizard Adept	SL	R	***	●●●	EX
Play this ability as an interrupt. 1/1.					
Ertai's Familiar	SC	R	●	●●●●	WL
Phasing. If Ertai's Familiar leaves play, place the top 3 cards of your library into your graveyard. ●: Ertai's Familiar cannot phase out until the beginning of your next upkeep. 2/2.					
Ertai's Meddling	INT	R	****	●●●●	TM
When target spell is successfully cast, put X delay counters on it. X cannot be 0. During each upkeep of that spell's controller, remove a delay counter from the spell. If the spell has no delay counters on it, resolve.					
Escaped Shapeshifter	SC	R	●●●●	●●●●	TM
As long as your opponent controls any creatures with flying, Shapeshifter gains flying. The same for first strike, trample, and protection from any color. 3/4.					

Key
ART Artifact
AC Current Artifice
EA Enchant Artifact
CR Current Runic
EW Enchant World
EN Enchantment
INS Instant

LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Serendib Djinn	SC	R	••	•••••	AN	Teferi's Realm	EW	R	••	•••••	V5	Time Ebb	SOR	C	••	•••	TM
Flying. Sacrifice one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All cards of chosen type phase out.						Put target creature on top of owner's library.					
Serendib Efreet	SC	R	•••••	•••	AN,R	Teferi's Wall	EN	U	•••	•••••	WL	Time Elemental	SC	R	•••		LG,4th,5th
Flying. Does 1 damage to you during upkeep. 3/4.						When one of your creatures attacks, it phases out at end of combat.					•••••: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/4.						
Shadow Rift	INS	C	••		TM	Telekiness	INS	R	••	•••••	LG	Time Walk	SOR	R	•••••	•••	L,U
Target creature gains shadow until end of turn. Draw a card.						Target creature becomes tapped and deals no damage this turn. It does not untap normally during its controller's following two untap phases.					Takes on extra turn immediately after this one.						
Shaper Guildmage	SC	C	•••		MG	Teleport	INS	R	•••	•••••	LG, CH	Time Warp	SOR	R	•••••	•••	TM
*: Target creature gets first strike. ••: Target creature gets +1/-0.						Target creature may not be blocked this turn.					Target player takes an extra turn after this one.						
Shimmer	EN	R	•••••	•••	MG	Thalakos Deceiver	SC	R	•••	•••	SH	Timewarrior	SOR	R	•••••	•••	L,U
When you play Shimmer, pick a land type. Those lands gain phasing.						Shadow. Sacrifice Deceiver. Gain control of target creature permanently. Use this ability only if Deceiver is attacking and unblocked. 1/1.					Put Timewarrior in a new graveyard. Shuffle your hand, library, and graveyard together and draw seven cards.						
Shimmering Efreet	SC	U	•••		VS	Thalakos Dreamsover	SC	U	•••	•••	TM	Timid Drake	SC	U	••	•••	WL
Flying, phasing. When Efreet phases in, target creature phases out. 2/2.						Shadow. You leave Dreamsover tapped. If Dreamsover damages any opponent, tap target creature. As long as Dreamsover remains tapped, that creature does not untap during its controller's untap phase. 1/1.					Flying. If a creature comes into play, return Timid Drake to owner's hand. 3/3.						
Shimmering Wings	EC	C	•••		TM	Thalakos Merfolk	SC	C	•••	•••	TM	Tolarien Drake	SC	C	••	•••	WL
Enchanted creature gains flying. ••: Return Wings to owner's hand.						Shadow. Put Thalakos Merfolk on top of owner's library. 2/1.					Flying, phasing. 2/4.						
Shrieking Drake	SC	C	•••		VS	Thalakos Seer	SC	C	•••	•••	TM	Tolarien Enchanter	SC	R	•••	•••	WL
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.						Shadow. If Thalakos Seer leaves play, draw a card. 1/1.					Whenever Tolarien Enchanter is blocked by any creature, gain control of that creature at end of combat. 1/1.						
Shyft	SC	R	••	•••	IA	Thalakos Drifters	SC	R	•••	•••	EX	Tolarien Serpent	SC	R	•••	•••	WL
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.						Choose and discard a card: Drifters gains shadow until end of turn. 3/3.					During your upkeep, put the top seven cards of your library into your graveyard. 7/7.						
Sibilent Spirit	SC	R	•••	•••	IA,5th	Thalakos Scout	SC	C	•••	•••	EX	Tradewind Rider	SC	R	•••••	•••	TM
Flying. When Spirit attacks, defending player may draw a card. 5/6.						Shadow. Choose and discard a card: Return Scout to owner's hand. 2/1.					Flying. Top two creatures you control. Return target permanent to owner's hand. 1/4.						
Sift	SOR	C	•••	•••	SH	Thalakos Sentry	SC	C	•••	•••	TM	Transmute Artifact	SOR	U	•••	•••	AQ
Draw three cards, then choose and discard a card.						Shadow. 1/2.					Sacrifice an artifact to choose an artifact from your library and put it into play. You must pay the difference if the new artifact costs more.						
Silhouette	INS	U	•••	•••	LG	Theft of Dreams	SOR	C	••	•••	EX	Treasure Trove	EN	U	•••	•••	EX
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						For each tapped creature target opponent controls, draw a card.					•••••: Draw a card.						
Silver Erine	SC	U	•••	•••	IA	Thirst	EC	C	•••	•••	MG	Twiddle	INS	C	•••	•••	L,U,4th,5th
Flying, trample. 2/2.						Tap or untap any single land, creature, or artifact in play.					Tap or untap target creature, artifact, or land. Draw a card.						
Silver Wyvern	SC	R	•••••	•••••	SH	Twitch	INS	C	•••	•••	TM	Underworld	EN	U	•••	•••	LG
Flying. ••: Target spell or ability, which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt. 4/3.						Creatures with islandwalk may be blocked.					Creates two target creatures to owner's hand.						
Sinbad	SC	U	•••		AN,4th	Undo	SC	C	•••	•••	VS	Unstable Mutation	EC	C	•••		AN,R,4th,5th
*: Draw a card. If it is not a land, discard it. 1/1.						Return two target creatures to owner's hand.					Target creature gains +3/+3. Put -1/-1 counter on creature during your upkeep. These counters remain even if Unstable Mutation is destroyed.						
Siren's Call	INS	U	•••	•••	L,U,R,4th	Unstable Shapeshifter	SC	R	•••	•••	TM	Unstable Mutation	EC	C	•••		TM
All of opponent's creatures that can attack must do so, or die at end of turn.						Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.					Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.						
Skyshroud Condor	SC	U	•••	•••	TM	Unsummon	INS	C	•••	•••	VS	Unsummon	INS	C	•••		L,U,R,4th,5th
Flying. You cannot play Skyshroud Condor unless you have successfully cast another spell this turn. 2/2.						Return target creature to its owner's hand.					Return target creature to its owner's hand.						
Sleight of Mind	INT	U	•••••	•••	L,U,R,4th,IA,5th	Updraft	INS	U	•••	•••••	IA,5th	Vanirion Gold	EC	C	•••	•••	AL
Change the text of a card being played or in play by switching one color word with another.						Give target creature flying until end of turn. Centrip.					Put X counters on target creature and tap it. Creature does not untap while a counter remains. Remove a counter during creature controller's upkeep.						
Snow Devil	EC	C	•••	•••	IA	Vanishing	EC	C	•••	•••	VS	Vesuvian Doppelganger	SC	R	•••••	•••	L,U,R
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.						•••: Enchanted creature phases out.					Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.						
Snowfall	EN	C	•••	•••	IA	Vaporous Djinn	SC	U	•••	•••	MG	Viscerid Armor	EC	C	•••	•••	AL
CU: Islands may produce an additional •• when tapped for mana. Snow-covered islands may produce either an additional •• or •• when tapped for mana. This mana is usable only for cumulative upkeep.						Flying. During your upkeep, pay •• or Vaporous Djinn phases out. 3/4.					Enchanted creature gets +1/+1. ••: Return Armor to owner's hand.						
Soor	EC	C	•••	•••	MG	Vaporous Djinn	EC	C	•••	•••	LG	Viscerid Drone	SC	U	•••	•••	AL
You may choose to play Soor as an instant; if so, buy it at the end of turn. Enchanted creature gets +0/+1 and gains flying.						Put X counters on target creature and tap it. Creature does not untap while a counter remains. Remove a counter during creature controller's upkeep.					*: Sacrifice a creature and Swamp to bury target non-artifact creature. ••: Sacrifice a creature and a Sun-covered Swamp to bury target creature. 1/2.						
Soldevi Heretic	SC	C	•••	•••	AI	Vision Charm	INS	C	•••	•••	VS	Vesuvian Charm	INS	C	•••	•••	VS
*: Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.						Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.					Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.						
Soldevi Marzhist	SC	U	•••	•••	IA	Vodalan Illusionist	SC	R	•••••	•••	WL	Vodalan Knights	SC	R	•••	•••	FE
*: Add •• to mana pool. Use only for artifact activation costs. 1/1.						•••: Target creature phases out. 2/2.					Islandhome. First strike. ••: Flying until end of turn. 2/2.						
Soldevi Sage	SC	C	•••	•••	AI	Vodalan Mag	SC	C	•••	•••	FE	Vodalan Mag	SC	C	•••	•••	FE
*: Sacrifice two lands to draw 3 cards. Discard one of those cards. 1/1.						•••: Counter a target spell unless caster pays an additional ••. 1/1.					Counter a target spell unless caster pays an additional ••. 1/1.						
Soul Barrier	EN	U	•••	•••	IA,5th	Vodalan Soldiers	SC	C	•••	•••	FE,5th	Vodalan War Machine	SC	R	•••••	•••	FE
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay •• to prevent this damage.						Flying. Tap or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.					Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. ••: Return Vodalan's Curse to owner's hand.						
Spectral Cloak	EC	U	•••	•••	LG	Vodalan's Curse	EC	C	•••	•••	TM	Vodalan's Curse	EC	C	•••	•••	TM
Creature cannot be targeted by spells or fast effects unless it is tapped.						CU: Remove the top card of your library from the game. If you do not, remove your library from the game and buy Thought Lash. ••: Remove the top card of your library from the game to prevent one damage to you.					Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. ••: Return Vodalan's Curse to owner's hand.						
Spell Blast	INT	C	•••	•••	L,U,R,4th,5th,TM	Thought Lash	EN	R	•	•••	AI	Vodalan's Curse	EC	C	•••	•••	SH
Counter target spell; X is the casting cost of target spell.						CU: Remove the top card of your library from the game to prevent Thought Lash. ••: Remove the top card of your library from the game to prevent one damage to you.					As long as the top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. ••: Discard a card. 0/1.						
Spindrift Drake	SC	C	•••	•••	SH	Three Wishes	INS	R	•••	•••	VS	Walking Dream	SC	U	•••	•••	SH
Flying. During your upkeep, pay •• or sacrifice Spindrift Drake. 2/1.						Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, buy any of those cards not played.					Walking Dream is unblockable. Walking Dream does not untap during your untap phase if any opponent controls two or more creatures. 3/3.						
Spiny Starfish	SC	U	•••	•••	AI	Thunder Wall	SC	U	••	•••••	IA	Wall of Air	SC	U	•••••	•••••	L,U,R,4th,5th
*: Regenerate Spiny Starfish and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.						Flying. ••+1/+1 until end of turn. 0/2.					Flying. During your upkeep, pay •• or Wall of Air phases out. 0/3.						
Stasis	EN	R	•••	•••	L,U,R,4th,5th	Tidal Control	EN	R	•••	•••	AI	Wall of Tears	SC	U	•••	•••	SH
Players don't get an untap phase. Pay •• during upkeep or bury Stasis.						••: Anyone may pay •• or two life to counter a red or green spell.					If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. 0/4.						
Steal Artifact	EAU	R	•••	•••	L,U,R,4th,5th	Tidal Flots	EN	C	•••	•••	FE	Wall of Vapor	SC	C	•••	•••	L,G,CH
Gain control of target artifact.						••: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay •• for each attacking creature to prevent this effect.					Cannot be damaged by creatures if blocks. 0/1.						
Steal Enchantment	EEU	U	•••	•••	TM	Tidal Influence	EN	U	••	•••••	FE	Water Elemental	SC	U	•••••	•••••	L,U,R,4th
Gain control of target enchantment.						Put 1 counter on Influence when casting it and during upkeep. When there is one counter on Influence, all blue creatures get -2/0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Influence.					Put a Wave token into play. Treat the token as a 5/5 blue creature that counts as a Wall. Burry the token at end of turn.						
Stringy Lids	SC	U	•••	•••	TM	Tidal Surge	SOR	C	•••	•••	SH	Water Elemental	SC	U	•••••	•••••	DK
••: Lids loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stringy Lids deals 2 damage to that creature's controller instead of a creature." Move Stringy Lids onto target creature. You may pay •• to end the effect. 1/1.						Top up to three target creatures without flying.					Put a Wave token into play. Treat the token as a 5/5 blue creature that counts as a Wall. Burry the token at end of turn.						
Tangle Kelp	EC	U	•••	•••	OK	Tidal Surge	SOR	C	•••	•••	SH	Water Elemental	SC	U	•••••	•••••	VS
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.						••: target land is an island until end of turn. 1/1.					Water Wurm gains +0/+1 if opponent controls any islands. 1/1.						
Taninwha	SL	R	•••••	•••••	MG	Tidal Wave	INS	U	•••	•••	MG	Waterspout Djinn	SC	U	•••••	•••••	VS
Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.						Put a Wave token into play. Treat the token as a 5/5 blue creature that counts as a Wall. Burry the token at end of turn.					Flying. During your upkeep, return an untapped island you control to owner's hand and bury Waterspout Djinn. 4/4.						
Teferi's Curse	EP	C	•••	•••	MG	Tide of Time	INS	U	•••	•••	VS	Time Tide	INS	U	•••	•••	VS
Play only on an artifact or creature. Enchanted permanent gains phasing.						All creatures phased out in while all creatures with phasing phase out.											
Teferi's Drake	SC	C	•••	•••	MG												
Flying, phasing. 3/2.																	
Teferi's Imp	SC	R	•••	•••	MG												
Flying. Phasing. When Teferi's Imp phases out, choose and discard a card. When Teferi's Imp phases in, draw a card. 1/1.																	



Q: Can I use Animate Dead on a Deadly Insect, which cannot be the target of spells or effects?—Ned Mehman, Cyberspace

A: Yes. A Deadly Insect in the graveyard is a legal target for Animate Dead because its text is inactive. Once it enters play, the Animate Dead is no longer a spell or an effect, so the creature is a legal target for the enchantment.

MAGIC

The Gathering®

PLAYERS GUIDE

Name	Kind	CR	Rating	Cost	Sets Found
Wave Elemental	SC	U	•••	•••	MG

Wayward Soul	SC	C	•••	•••	EX
Flying. ••: Put Wayward Soul on top of owner's library. 3/2.					
Whim of Volrath	INS	R	•••	•••	TM
Buoyback. Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.					
Whiptongue Frog	SC	C	•••	•••	EX
Whiptongue Frog gains flying until end of turn. 1/3.					
Whispers of the Muse	INS	U	•••	•••	TM
Buoyback. Draw a card.					
Wind Dancer	SC	U	•••	•••	TM
Flying. ••: Target creature gains flying until end of turn. 1/1.					
Wind Drake	SC	C	•••	•••	TM
Flying. 2/2.					
Wind Spirit	SC	U	•••	•••	IA, 5th
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.					
Winged Silver	SC	C	•••	•••	TM
All Slivers gain 1/1.					
Winter's Chill	INS	R	•••	•••	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. Each creature's controller may pay • or • to prevent it from being destroyed. If • is spent, the creature deals no damage in combat this turn.					
Word of Undoing	INS	C	•••	•••	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.					
Wrath of Morit Lane	EN	R	•••	•••	IA
Top all red creatures. Red creatures do not untap as normal.					
Zephyr Falcon	SC	C	•••	•••	LG, 4th, 5th
Flying. Does not tap to attack. 1/1.					
Zuran Enchanter	SC	C	•••	•••	IA
••, ••: Opponent must discard 1 card. Play as a sorcery. 1/1.					
Zuran Spellcaster	SC	C	•••	•••	IA
Zuran Spellcaster deals 1 damage to target creature or player. 1/1.					
Zur's Weirding	EN	R	•••	•••	IA, 5th
All players play with bands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.					

GOLD

Acid Sliver	SC	U	•••	•••	SH
Each Sliver gains ••. Sacrifice this creature: This creature deals 2 damage to target creature or player. 2/2.					
Adun Oakshield	SL	R	•••	•••	LG
••, ••: Take a creature from your graveyard into your hand. 1/2.					
Altar of Bone	SOR	R	•••	•••	IA
Sacrifice a creature to search your library for a creature card.					
Angus Mackenzie	SC	R	•••	•••	LG
••, ••: Creatures deal no damage during combat. 2/2.					
Archaeo Sabbath	SL	R	•••	•••	LG, CH



Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Ayesha Tanaka	SL	R	•••	•••	LG, CH	Fire Covenant	INS	U	•••	•••	IA
Bonding, •: Counter artifact effect unless its controller spends •. 2/2.						Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you pay.					
Barktooth Warbeard	SL	U	•••	•••	LG	Firestorm Hellkite	SC	R	•••	•••	VS
6/5.						Flying, trample. Cumulative upkeep: •. 6/6.					
Bartel Runexaxe	SL	R	•••	•••	LG	Flooded Woodlands	EN	R	•••	•••	IA
Cannot be target of enchantments. Does not tap to attack. 6/5.						No green creature can attack unless its controller sacrifices a land when that creature attacks.					
Benthic Djinn	SC	R	•••	•••	MG	Frenetic Efreet	SC	R	••••	•••	MG
Islandwalk. During your upkeep, lose 2 life. 5/3.						Flying. •: Flip a coin; if the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, buy Frenetic Efreet. 2/1.					
Boris Deviltron	SC	R	•••	•••	LG	Fumarole	SOR	U	•••	•••	IA
••, ••: Pur a 1/1 red and black Minor Demon token into play. 2/2.						Fay 3 life to destroy a land and a creature.					
Breathstealer's Crypt	EN	R	•••	•••	MG	Gabriel Angelfire	SC	R	•••	••••	LG, CH
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays • life or discards the card.						During your upkeep, Gabriel Angelfire gains either flying, first strike, trample, or rampage; 3 until your next upkeep. 4/4.					
Cadaverous Bloom	EN	R	••••	•••	MG	Ghostly Flame	EN	R	•••	•••	IA
Choose a card in your hand and remove it from the game: Add •• or •• to your mana pool.						Block and red permanents and spells are colorless sources of damage.					
Centaur Archer	SC	U	•••	•••	IA	Giant Trap Door Spider	SC	U	•••	•••	IA
••, ••: Deal 1 damage to target flying creature. 3/2.						Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.					
Chromatic Armor	EC	R	•••	•••	IA	Glaciers	EN	R	•••	•••	IA
Put a counter on Armor when it comes into play and choose a color. All damage done to creature by that color is reduced to 0. ••: Put a counter on Armor and change color it protects against. X equals the number of counters.						All mountains become plains. Pay •• during upkeep or buy Glaciers.					
Chronium	SL	R	•••	••••	LG, CH	Gusta Dark	SL	R	••••	••••	LG
Flying, rampage: 2. Pay •• during upkeep or bury Chronium. 7/7.						First strike. Creatures with islandwalk may be blocked. 4/4.					
Circle of Despair	EN	R	•••	•••	MG	Grim Feast	EN	R	•••	•••	MG
••, ••: Sacrifice a creature: Prevent all damage to any creature or player from any source.						Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.					
Corrosion	EN	R	•••	•••	VS	Grieving Spirit	SC	R	•••	•••	VS
Cumulative upkeep: •. During your upkeep, put a rust counter on each artifact target opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all rust counters from the game.						Flying. •: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.					
Dakkon Blockade	SL	R	•••	•••	LG, CH	Gwendolin Di Cora	SL	R	••••	••••	LG
* equals the number of lands you control. */*.						Target player randomly discards a card. Play as a sorcery. 3/5.					
Dark Heart of the Wood	EN	C	•••	•••	DK	Halfdone	SL	R	•••	•••	LG
Sacrifice a forest to gain 3 life.						During upkeep, Halfdone may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdone is 3/3. -/-.					
Delirium	INS	U	•••	•••	MG	Harbor Guardian	SC	U	•••	•••	MG
Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The creature deals and takes no damage in combat this turn.						Can block flying creatures. When it attacks, defender may draw a card. 3/4.					
Diabolical Vision	SOR	U	•••	•••	IA	Hunting Apparition	SC	U	•••	•••	MG
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.						Flying. •: number of green creatures in opponent's graveyard. 1+ / 2.					
Discordant Spirit	SC	R	•••	•••	MG	Hezorender Brake	SC	U	•••	•••	MG
At end of target opponent's turn, put a +1/+1 counter on Discordant Spirit for each counter from Discordant Spirit. 2/2.						Flying, protection from red. 2/3.					
Dracoplasm	SC	R	•••	•••	TM	Hezorenz Ramza	SL	R	•••	•••	LG
Flying. When you play Dracoplasm, sacrifice any number of creatures. Dracoplasm comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures. •: Dracoplasm gets +1/+0 until end of turn. */-.						On the upkeep after Hezorenz enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white, and green creatures. Remove all tokens if Hezorenz leaves play. 2/4.					
Earthlink	EN	R	•••	•••	IA	Hunting Apparition	SC	U	•••	•••	SH
Pay • during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						Each Silver gains "Pay 2 life: Return this creature to owner's hand." 2/2.					
Elemental Augury	EN	R	•••	•••	IA	Hundring Bjornsen	SL	U	•	••••	LG
••: Look at top 3 cards of your library and put them back in any order.						Rampage: 5/4.					
Emberwilde Caliph	SC	R	•••	•••	MG	Johan	SL	R	•••	•••	LG, CH
Flying, Trample. Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life. 4/4.						As long as Johan doesn't attack or isn't tapped, your creatures may attack without tapping. 5/4.					
Energy Aura	INS	U	•••	•••	AI	Jungle Troll	SC	U	•••	•••	MG
Untap any number of target creatures. Those creatures neither deal nor						Regenerate. •: Regenerate. 2/1.					
Erzseba	SOR	U	•••	•••	LG	Kaerkev's Purge	SOR	U	•••	•••	MG
Put three creatures in your graveyard. Whenever a creature enters your graveyard, all players lose all creatures from their graveyards and put them directly onto play. Then those creatures are场强. You choose what order they come into play.						Destroy target creature with casting cost equal to X. Kaerkev's Purge deals to creature's controller damage equal to the creature's power.					
Evil Aye	SC	R	•••	•••	LG	Kasimir the Lone Wolf	SL	U	•	•••	LG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.						5/3.					
Axelrod Gunnison	SL	R	•••	•••	LG, CH	Kai Tokaboshi	SL	R	•••	•••	LG, CH
Trample. When a creature is put in graveyard during a turn in which Axelrod damaged it, gain 1 life and do damage to target player. 5/5.						*: Prevent up to 2 damage to target creature. 2/2.					
Energy Bolt	SOR	R	•••	•••	MG	Kjeldoran Frostbeast	SC	U	•••	•••	IA
Do X damage to target player or target player gains X life.						All creatures blocking or blocked by Kjeldoran Frostbeast are destroyed at end of combat. 2/4.					
Essence Vortex	INS	U	•••	•••	IA	Lady Galeria	SC	R	•••	•••	LG
Bury target creature. Creature's controller may counter Essence Vortex by paying life equal to the creature's toughness.						••: Do damage to target attacking or blocking creature. 3/6.					
Femeref Endomph	SC	R	•••	•••	VS	Lady Evangelia	SC	R	•••	•••	LG
When an enchantment is put into a graveyard from play, draw a card. 1/2.						••, ••: Target creature deals no damage this turn during combat. 1/2.					
Fiery Justice	SOR	R	•••	•••	IA	Lady of the Mountain	SL	U	•	•••	LG
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.						5/5.					
Fractal Resonance	EN	Enchantment	•••	•••	MG	Lady Orcu	SL	U	•••	•••	LG
receive damage in combat this turn.						7/4.					
Fractal Resonance	EW	Enchant World	•••	•••	IA	Leering Gargoyle	SC	R	•••	•••	MG
Do X damage to target player or target player gains X life.						Flying. •: Gargoyle gets -2/+2 and loses flying until end of turn. 2/2.					
Fractal Resonance	EW	Instant	•••	•••	IA	Lim-Dul's Paladin	SC	U	•••	•••	AI
Do X damage to target attacking or blocking creature.						Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets -6/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses 4 life. 0/3.					
Fractal Resonance	EW	Land	•••	•••	IA	Lim-Dul's Vault	INS	U	••••	••••	AI
Do X damage to target player or target player gains X life.						Check the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put those five on top of your library in any order.					
Fractal Resonance	EW	Mountain	•••	•••	IA	Livivana Silone	SL	R	•••	•••	LG
Do X damage to target player or target player gains X life.						First strike, legendary landwalk. 4/4.					
Fractal Resonance	EW	Swamp	•••	•••	IA	Lobotomy	SOR	U	•••	•••	TM
Do X damage to target player or target player gains X life.						Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.					
Fractal Resonance	EW	Tire	•••	•••	IA	Lord Magnus	SC	U	•••	•••	LG
Do X damage to target player or target player gains X life.						First strike. Creatures with plains or forestwalk may be blocked. 4/3.					
Fractal Resonance	EW	Water	•••	•••	IA	Lord of Tressherian	SC	R	•••	•••	AI
Do X damage to target player or target player gains X life.						When Lord comes into play, pay 2 life and sacrifice two creatures; and target opponent draws two cards. •: Regenerate. 10/4.					
Fractal Resonance	EW	Wood	•••	•••	IA	Malignant Growth	EN	R	•••	•••	MG
Do X damage to target player or target player gains X life.						••: During upkeep, add a counter. During opponent's draw phase, he draws an additional card and takes 1 damage for each counter.					
Fractal Resonance	EW	•••	•••	•••	IA	Morbuli Eridragon	SL	U	•••	•••	LG, CH
Do X damage to target player or target player gains X life.						Rampage: 1. 4/4.					
Fractal Resonance	EW	•••	•••	•••	IA	Marsh Goblin	SL	C	•••	•••	DK
Do X damage to target player or target player gains X life.						Swampwalk. 1/1.					

Name	Kind	CR	Rating	Cost	Sets	Found
Merieke Ri Berit	SL	R	***	●●●	IA	
Merieke does not untap. ⚡ Gain control of target creature. If Merieke leaves your control or becomes unblocked, that creature is buried. 1/1.						
Misfortune	SOR	R	**	●●●	AI	
Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.						
Monsieur	EN	R	****	●●●	IA	
If an island is untapped at the end of its controller's turn, Monsieur deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	**	●●●	IA	
➊ For the rest of the turn, put one +1/+1 counter on Mountain Titan whenever you successfully cast a block spell. 2/2.						
Mundungu	SC	U	**	●●●	VS	
➊ Counter target spell unless that spell's caster pays an additional 1 life. Play this ability as an interrupt. 1/1.						
Nature's Blessing	EN	U	***	●●●	AI	
➊ Choose and discard a card from your hand to have target creature permanently gain bonding, first strike, trample or +1/+1.						
Nebuchadnezzar	SL	R	*****	●●●	LG, CH	
➊ Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards. Play as a sorcery. 3/3.						
Nicol Bolas	SL	R	*****	●●●	LG, CH	
Flying. An opponent damaged by Nicol Bolas must discard his entire hand. Pay 1 colorless mana during upkeep or bury Nicol Bolas. 7/7.						
Pallidic Mors	SL	R	***	●●●●●●●	LG, CH	
Flying, trample. Pay 1 colorless mana during upkeep or bury Pallidic Mors. 7/7.						
Pavel Maliki	SL	U	**	●●●	LG	
➊ Give Pavel Maliki +1/+0 until end of turn. 5/3.						
Phelddagrif	SC	R	***	●●●	AI	
➊ Flying. Opponent gains 2 life. ⚡ Return Phelddagrif to owner's hand. Opponent may draw a card. ⚡ Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.						
Phryxiion Purge	SOR	R	***	●●●	MG	
Pay 3 life per target: Destroy any number of target creatures.						
Princess Lucrezia	SL	U	**	●●●	LG	
➊ Add 3 to your mana pool. 5/4.						
Prismatic Beam	INS	U	***	●●●	MG	
X creatures gain protection from a single color until end of the turn.						
Purgatory	EN	R	***	●●●	MG	
When a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay 1 colorless mana and 2 life to put any card under Purgatory into play.						
Pygmy Hippo	SC	R	***	●●●	VS	
If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool. 2/2.						
Radiant Essence	SC	U	**	●●●	MG	
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.						
Ragnar	SL	R	**	●●●	LG	
➊ Regenerate target creature. 2/2.						
Ramirez Derfens	SL	U	***	●●●	LG	
First strike, 4/3.						
Ramses Overdread	SL	R	**	●●●●●●●	LG	
➊ Destroy a target creature with an enchantment on it. 4/3.						
Ranger-en-Vee	SC	U	***	●●●	TM	
First strike. ⚡ Regenerate Ranger-en-Vee. 2/2.						
Resputrin Dreamweaver	SL	R	***	●●●	LG	
Put 7 counters on Resputrin. Remove a counter to prevent 1 damage to Resputrin or add one colorless mana to your mana pool. Add a counter to Resputrin during your upkeep if he began your turn untripped (maximum 7 counters). 4/1.						
Reclamation	EN	R	***	●●●	IA	
No black creature can attack unless its controller sacrifices land when that creature attacks.						
Reflect Damage	INS	R	***	●●●	MG	
Redirect all damage dealt by any one source to that source's controller.						
Reparations	EN	R	***	●●●	MG	
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.						
Righteous War	EN	R	***	●●●	VS	
All white creatures you control gain protection from black. All black creatures you control gain protection from white.						
Riven Tortoise	SL	R	**	●●●	LG	
➊ Add 1 to your mana pool. 5/7.						
Rock Basilisk	SC	R	***	●●●	MG	
Whenever Rock Basilisk or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.						
Rohgahit of Kher Keep	SL	R	**	●●●	LG	
All your Kobolds of Kher Keep gain +2/+2. Pay 1 colorless mana during upkeep or Rohgahit and Kobolds tap and come under target opponent's control. 5/5.						
Rubinia Soultaker	SL	R	***	●●●	LG	
➊ Gain control of target creature. You lose control when Rubinia leaves your control or becomes unblocked. You may leave Rubinia tapped. 2/3.						
Savage Twister	SOR	U	*****	●●●●●	MG	
Savage Twister deals X damage to each creature.						
Sawbow Manticore	SC	R	***	●●●	MG	
➊ Flying. ⚡ Manticore deals 2 damage to target attacking or blocking creature. Use only once and only if Manticore is in combat. 2/4.						
Sedaleene's Bile	SC	U	***	●●●	VS	
Protection from black. 4/4.						
Scarwood Gobling	SC	C	*	●●●	DK	
2/2.						
Sealed Fate	SOR	U	***	●●●	MG	
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top of that player's library in any order.						
Segmented Wurm	SC	U	***	●●●	TM	
Whenever Segmented Wurm is the target of a spell or ability, put a -1/-1 counter on it. 5/5.						
Selenia, Dark Angel	SL	R	***	●●●	TM	
Flying. Counts as an Angel. Pay 1 life: Return to owner's hand. 3/3.						
Shauku's Minion	SC	U	**	●●●	MG	
➊ Shauku's Minion deals 2 damage to target white creature. 2/2.						
Silver Queen	SL	R	***	●●●●●●●	SH	
Silver Queen counts as a Silver. ⚡ Put a Silver taken into play. Treat this token as a 1/1 colorless creature. 7/7.						
Simoon	INS	U	***	●●●	VS	
Simoon deals 1 damage to each creature target opponent controls.						
Sir Shandalar of Eberyn	SL	U	**	●●●	LG	
4/4.						
Siviri Scaramouche	SL	U	**	●●●	LG, CH	
6/4.						

Name	Kind	CR	Rating	Cost	Sets Found
Skeleton Ship	SL	R	***	●●●	
Bury immediately if controller has no islands in play. ●: Put a -1/-1 counter on a creature. 0/3.					
Sky Spirit	SC	U	***	●●●	T
Flying, first strike, 2/2.					
Sol'kanor the Swamp King	SL	R	****	●●●●	LG, C
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.					
Soltari Guerrillas	SC	R	***	●●●	T
Shadow. If Soltari Guerrillas assigns combat damage to any opponent, you may reduce that damage to target creature. 3/2.					
Spatial Binding	EN	U	*	●●	M
Pay 1 life. Target cannot phase out until the start of your next upkeep.					
Spectral Shield	EC	U	***	●●●	S
Target creature gains +0/+2 and cannot be the target of spells.					
Spined Silver	SC	U	***	●●	S
If any Silver is blocked, it gets +1/+1 until end of turn for each creature blocking it. 2/2.					
Spontaneous Combustion	INS	U	***	●●●	T
Sacrifice a creature: 5. Combustion deals 3 damage to each creature.					
Squandered Resources	EN	R	****	●●●●	
Sacrifice a land: Add to your pool one mana of any type the land could produce. 5/5.					
Stagg Twin	SL	R	***	●●●	LG, C
Pur Stagg Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.					
Storm Spirit	SL	R	***	●●●	
Flying. ●: Do 2 damage to target creature. 3/3.					
Sturmbird	EN	R	****	●●●●	
●: Discard a card at random to do 2 damage to any target.					
Suleiman's Legacy	EN	R	***	●●	V
When Suleiman's Legacy comes into play, bury all Djinns and Efrees. Whenever a Djinn or Efreet comes into play, bury it.					
STUMPERS					
Necropotence				●●●	
					
Enchantment					
This is your curse graver. If you discard a card that has lost its ability, remove this card from the game.					
You can't cast another sorcery while this is in play. If you do, pay 1 life and discard this card. Then, pay 1 life and bury this card.					
When you bury this card, choose two lands to remove them from the game.					
Illus. Mark Tiffin					
Q: I have an Anvil of Bogardan in play, which makes all players skip their discard phase. If my opponent plays a Necropotence and sets aside some cards, when do they go into his hand? —Matt Law, N.H.					
A: They'll stay set aside until your opponent's next discard phase, which will only occur if the Anvil is somehow removed.					
Sunseast Falconer	SL	U	***	●●●	L
●: Add two colorless mana to your mana pool. 4/4.					
Surge of Strength	INS	U	***	●●●	
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is the creature's casting cost.					
Tempest Drake	SC	U	***	●●●	V
Flying. Targets does not cause Tempest Drake to tap. 2/2.					
Tetsuo Umezawa	SL	R	***	●●●	L
●●●: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.					
Tobias Andrión	SL	U	*	●●●	LG, C
4/4.					
Tor Wukki	SL	U	***	●●●●	LG, C
●: Do 2 damage to target attacking or blocking creature. 3/3.					
Torsten Von Ursus	SL	U	*	●●●●	L
5/5.					
Tuknir Deathlock	SL	R	***	●●●●	L
Flying, ●●●: Give target creature +2/+2 until end of turn. 2/2.					
Unfulfilled Desires	EN	R	***	●●●	M
●: Pay 1 life. Draw a card, then choose and discard a card.					
Ur-Drago	SL	R	***	●●●●	L
First strike. Creatures with swampwalk may be blocked. 4/4.					
Vaevicits Asmodi	SL	R	***	●●●●	LG, C
Flying, ●+1/+0. ●+1/+0. ●+1/+0. Pay 1 life during upkeep or bury Vaevicits Asmodi. 7/7.					
Virtual Silver	SC	U	***	●●	S
Each Silver gains ●. Sacrifice this creature: Gain 4 life. * 2/2.					
Vishvishen Dragon	SC	R	***	●●●	V
Flying, ●+1/+0 until end of turn. ●+0/+1 until end of turn. 4/4.					
Whati'l-Dul	SL	R	***	●●●	T
1: Target creature's power or toughness is 1 until end of turn. 3/3.					
Vitalizing Cascade	INS	U	***	●●●	
Gain X-3 life.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Wandering Mage	SC	R	•••	●●●	A
• Pay 1 life to prevent up to 2 damage to any creature.			●		
• Prevent one damage to any Cleric or Wizard.			●		
• Put a -1/-1 counter on target creature you control to prevent up to 2 damage to any player.			●/3		
Warping Wurm	SC	R	•••	●●●	MC
Phasing. During your upkeep, pay \bullet or Warping Wurm phases out.					
When Warping Wurm phases in, put a +1/+1 counter on it.			1/1		
Wellspring	EL	R	•••	●●●	MC
Gain control of target land. At the end of each of your turns, lose control of land.					
At the beginning of your turn, gain control of the land.					
Windreaver Falcon	SC	J	•••	●●●	MC
Flying, protection from blue, 1/1.					
Wings of Aether	EC	U	•••	●●●	IA
Give target creature flying, first strike, and +1/+0.					
Winter's Night	EW	R	••	●●●	A
When a snow-covered land is tapped for mana, if it gives one additional mana of the same type and doesn't untap during its controller's next untap phase.					
Wood Sage	SC	R	•••	●●●	MC
T: Name a creature card. Repeat the top four cards of your library to all players. If any of those cards are the named card, put them into your hand.					
Put the rest into your graveyard.			1/1		
Xiro Arien	SL	R	•••	●●●	LG, CH
Flying, ●●●, ●●●, ●●●: Target player draws a card.			1/2		
Zebra Unicorn	SC	U	••	●●●	MG
For each 1 damage Zebra Unicorn deals, gain 1 life.			2/2		
GREEN					
Abroth	SC	R	••	●●●	WI
CL: Put a -1/-1 counter on Abroth.			9/9		
Afuya Grove	EN	R	••	●●●	MG
Grove comes into play with three +1/-1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.					
Aisling Leprechaun	SC	C	•	●●●	LG
All creatures blocking by Leprechaun become green.			1/1		
Aluren	EN	R	•••	●●●	TM
Any player may play a creature card with total casting cost 3 or less whenever he could play on instant and without paying its casting cost.					
An-Havva Constable	SC	U	••	●●●	HJ, ST
It is the total number of green creatures in play.			2/1+		
An-Havva Inn	SOR	U	•••	●●●	HJ
Gain X+1 life where X is the number of green creatures in play.					
Apes of Rath	SC	U	•••	●●●	TM
If Apes attacks, it does not untap during your next untap phase.			5/4		
Arborian	EW	U	••	●●●	LG
If a player doesn't cast a spell or put a card into play on his turn, creatures may not attack that player until after his next turn.					
Arctic Wolves	SC	U	••	●●●	WI
CL: When Arctic Wolves comes into play, draw a card.			4/5		
Argothian Pixies	SC	C	•••	●●●	AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0.			2/2		
Argothian Treelock	SC	C	••	●●●	AQ
Any damage Treelock takes from an artifact is reduced to 0.			3/5		
Aspect of Wolf	EC	R	•••	●●●	LUR, 4th, ST
Target gets +X/+X, where X is half the number of forests you control.					
Aurochs	SC	C	••	●●●	IA, ST
Trample. Gains +1/+0 for each other Aurochs that attacks.			2/3		
Autumn Willow	SL	R	•••••	●●●	HJ
Cannot be the target of spells or effects.			●		
Target player may target Autumn Willow with spells or effects till the end of turn.			4/4		
Avenging Druid	SC	C	••	●●●	EX
If Avenging Druid damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.			1/3		
Awakening	EN	R	•••	●●●	SH
At the beginning of each player's upkeep, untap all creatures and lands.					
Avoid Fate	INT	C	•	●●●	LG
Counter target interrupt or enchantment targeting a permanent you control.					
Balduvian Bears	SC	C	•••	●●●	IA
2/2.					
Barbary Apes	SC	C	•••	●●●	LG
2/2.					
Barbed Foliage	EN	U	••	●●●	MG
When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbard Foliage deals 1 damage to it.					
Barishi	SC	U	••	●●●	WL
If Barishi is put into graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.			4/3		
Bayou Dragonty	SC	C	••	●●●	TM
Flying, swampwalk, 1/1.					
Bequeathed	EC	C	••	●●●	EX
If enchanted creature is put into any graveyard, draw two cards.					
Berserk	INS	U	•••••	●●●	IA
Double target creature's power and give it trampling ability until end of turn.					
If it attacks, destroy target creature at end of turn.					
Birds of Paradise	SC	R	•••	●●●	LUR, 4th, ST
Flying. CL: Add one mana of any color to your mana pool.			0/1		
Blitzard	EN	R	•	●●●	IA
CL: Flying creatures do not untap.					
Blossoming Wreath	INS	C	•••	●●●	WL
Gain life equal to the number of creature cards in your graveyard.					
Bounty of the Hunt	INS	U	••	●●●	AI
You may remove a green card in your hand from the game to cast Bounty.					
Put three +1/+1 effects on any number of target creatures until end of turn.					
Briar Shield	EC	C	•••	●●●	WL
+1/+1, Sacrifice: Enchanted creature gets +3/-3 until end of turn.					
Broken Fall	EN	C	••	●●●	TM
Return Broken Fall to owner's hand. Regenerate target creature.					
Brown Dupe	SC	C	••	●●●	IA
●●●: Counter an artifact ability that requires an activation cost.			1/1		
Brushwagg	SC	R	•••	●●●	MG
If Brushwagg blocks or is blocked, it gets -2/+2 until end of turn.			3/2		
Bull Elephant	SC	C	•••	●●●	VS
When Bull Elephant comes into play, return two forests you control to owner's hand or buy Bull Elephant.			4/4		
Burgeoning	EN	R	••	●●●	SH
Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.					

STUMBERS



Q: I have an Anvil of Bogardan in play, which makes all players skip their discard phase. If my opponent plays a Necropotence and sets aside some cards, when do they go into his hand?—Matt Law, NH

A: They'll stay set aside until your opponent's next discard phase, which will only occur if the Avril is somehow removed.

Sbastian Falconer	SL	U	***	● ●	L
• Add two colorless mana to your mana pool. 4/4.					
Surge of Strength	INS	U	***	● ●	V
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is the creature's casting cost.					
Tempest Drake	SC	U	***	● ●	V
Flying. Attacking does not cause Tempest Drake to tap. 2/2.					
Tetsuo Umezawa	SL	R	***	● ●	L
• • • • • Destroy target blocked or blocking creature. Tetsuo Umezawa may not be targeted by an enchantment creature spell. 3/3.					
Tobias Andrión	SL	U	*	● ●	LG, C
4/4.					
Tor Wasaki	SL	U	***	● ● ●	LG, C
• Do 2 damage to target attacking or blocking creature. 3/3.					
Torsten Van Ursus	SL	U	***	● ● ●	L
5/5.					
Tuknir Deathlock	SL	R	***	● ● ●	L
Flying. • • • Give target creature +2/+2 until end of turn. 2/2.					
Unfulfilled Desires	EN	R	***	● ●	M
• Pay 1 life: Draw a card, then choose and discard a card.					
Ur-Drongo	SL	R	***	● ● ●	L
First strike. Creatures with swampwalk may be blocked. 4/4.					
Vanevictis Asmodi	SL	R	***	● ● ●	LG, C
Flying. • +1/+0. • +1/+0. • +1/+0. Pay 0 during upkeep or buy Vanevictis Asmodi. 7/7.					
Virtual Silver	SL	U	***	● ●	S
Each Silver gains • • Sacrifice this creature: Gain 4 life. 2/2.					
Vivienh Dragon	SC	R	***	● ●	V
Flying. • +1/+0 until end of turn. • +0/+1 until end of turn. 4/4.					
Whati-Dul	SL	R	***	● ●	T
1: Target creature's power or toughness is 1 until end of turn. 3/3.					
Vitalizing Cascade	INS	U	***	● ● ●	M
Gain X+3 life.					

When a creature attacks you, it does nothing. When a creature without flying attacks you, Barber Folio deals 1 damage to it.
Barishi SC U ••••• WL If Barishi is put into graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library. 4/3.
Bayou Dragonfly SC C ••••• TM Flying, swampwalk. 1/1.
Bewitched EC C ••••• EX If enchanted creature is put into any graveyard, draw two cards.
Berserk INS U ••••• I,U Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.
Birds of Paradise SC R ••••• L,U,R,4th,5th Flying. •• Add one man of any color to your mana pool. 0/1.
Blizzard EN R ••••• IA CU. •• Flying creatures do not untap.
Blossoming Wreath INS C ••••• WL Gain life equal to the number of creature cards in your graveyard.
Bounty of the Hunt INS U ••••• AL You may remove a green card in your hand from the game to cast Bounty. Put three +1/+1 effects on any number of target creatures until end of turn.
Briar Shield EC C ••••• IA +1/+1, sacrifice: Enchanted creature gets +3/-3 until end of turn.
Broken Fall EN C ••••• TM Return Broken Fall to owner's hand. Regenerate target creature.
Brown Ouphe SC C ••••• IA ••••: Counter an artifact ability that requires an activation cost. 1/1.
Brushwagg SC R ••••• MG If Brushwagg blocks or blocks, it gets -2/+2 until end of turn. 3/2.
Bull Elephant SC C ••••• VS When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant. 4/4.
Burgeoning EN R ••••• SH Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.

MAGIC The Gathering®

p l a y e r s g u i d e

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Call of the Wild	EN	R	****	●●●●	WL
●●●●: Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, bury it.					
Camouflage	INS	U	●●	●●	L,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.					
Canopy Dragon	SC	R	***	●●●	MG
Trample, ●●●: Flying and loses trample until end of turn. 4/4.					
Canopy Spider	SC	C	**	●●	TM
Canopy Spider can block creatures with flying. 1/3.					
Corporage	EC	C	**	●●	HL,5ff
+0/+2. Sacrifice Corporage to regenerate the creature it enchant's.					
Cornassoid	SC	R	***	●●●	SH
Trample, ●●●: Regenerate Cornassoid. 5/4.					
Carnivorous Plant	SC	C	**	●●	DK,4th
Counts as a wall. 4/5.					
Cartographer	SC	U	●●	●●	EX
When Cartographer comes into play, you may return target land card from your graveyard to your hand. 2/2.					
Cat Warriors	SC	C	***	●●●	LG,CH,5th
Forewalk. 2/2.					
●●●●: Add ●●●● to your pool for each life point you sacrifice.					
Chaining Rhinos	SOR	U	****	●●●●	L,U,R,4th
Chaining Rhino cannot be blocked by more than one creature. 4/4.					
Choke	EN	U	●●●●	●●●●	TM
Islands do not untap during their controllers' untap phases.					
Choking Vines	INS	C	***	●●●	WL
Play only when blockers are declared. X target attacking creatures are considered blocked. Vines deal 1 damage to each of those creatures					
Club Toad	SC	C	**	●●	IA,5th
Gains +2/+2 until end of turn when blocked or blocking. 1/1.					
Citidial Groun	SC	U	●●●●	●●●●	AC
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.					

KILLER COMBOS



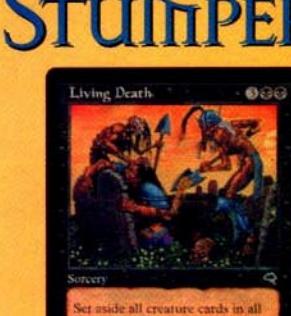
Pit Spawn and Fire

Whip: When little goblin children come knocking at the Pit Spawn's door, they're in for a trick, not a treat. Arm the Spawn with a Fire Whip and he'll send all creatures, great and small, home. Just one point of damage is enough to send even a frightened Phyraxion Dreadnought scrambling out of the game.

City of Solitude	EN	R	••••	•••	VS
Each player may play spells or abilities only during his or her turn.					
Cockatrice	SC	R	•••	•••	L,U,R,4th,5th
Flying. Any non-wolf creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.					
Cocoon	EC	U	•••	•••	LG,C,F
Put 3 counters on target creature you control and tap it. Creature does not untap while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.					
Concordant Crossroads	EW	R	••	••	LG,C,F
All creatures are unaffected by summoning sickness.					
Constant Mists	INS	U	•••	•••	SH
Crash—Sacrifice a land. Creatures deal no combat damage this turn.					
Crash of Rhinos	SC	C	•••	•••	MC
Trample: 8/4.					
Crashing Boars	SC	U	•••	•••	E
If Crushing Boars attacks, defending player chooses an untapped creature or she controls. That creature blocks. Crushing Boars this turn if able. 4/4.					
Crow Giant	SC	U	•••	•••	LG,C,5th
Trample, rampage: 2. 6/4.					
Crow Wurm	SC	C	••	•••	L,U,R,4th,5th
6/4.					
Crazed Armadon	SC	R	•••	•••	TH
••••• Armadon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armadon. Use this ability only once each turn. 3/3.					
Creeping Mold	SOR	U	••••	•••	VS
Destroy target artifact, land, or enchantment.					

Ebony Gross	EN	U	•••	VS
CU: ① Block creatures cannot attack you. Nonblock creatures cannot attack you unless their controller pays ② for each attacking creature.				
Eben Cache	SOR	C	•••	VS
Return target card from your graveyard to your hand.				
Eben Fortress	EN	C	•••	FE
③ Give target blocker +0/+1 until end of turn.				
Eben Palisade	EN	U	•••	EX
Sacrifice a forest: Target attacking creature gets 3/-0 until end of turn.				
Eben Riders	SC	U	•••	LG, 4th, 5th
Cannot be blocked except by walls and flying creatures. 3/3.				
Eben Rite	SOR	U	•••	SH
Put a total of two +1/+1 counters on any number of target creatures.				
Eben Warhounds	SC	R	•••	TM
If Warhounds is blocked, put the blocker on top of owner's library. 2/2.				
Elves of Deep Shadow	SC	U	•••	DK
④ Add ⑤ to mana pool and lose 1 life. 1/1.				
Eblish Archers	SC	R	•••	LUR, 4th, 5th
First strike. 2/1. Misprint: Alpha listed power/toughness as 1/2.				
Eblish Bard	SC	U	•••	AI
All creatures able to block Bard must do so. 2/4.				
Eblish Berserker	SC	C	•••	EX
For each creature that blocks it, Eblish Berserker gets +1/+1 until end of turn. 1/1.				
Eblish Farmer	SC	R	•••	FE
Put a spare counter on Eblish Farmer during your upkeep. Remove three spare counters to put a Sapping tool, which is a 1/1 green creature, into play. Sacrifice a Sprouting to amp 2 life. 0/2.				

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found							
Gaea's Liege	SC	R	***	3 3 3	L,U,R,4th	Katabatic Winds	EN	R	**	2 2	VS	Lure of Prey	INS	R	***	2 2 2	MG							
• Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play.	* is the number of forests you control; when attacking, * is the number of forest defenders controls.					Phasing. Creatures with flying cannot attack, block, or use any ability that includes * in the activation cost.	Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.																	
Gaea's Touch	EN	C	***	2 2	DK	Kaysa	SL	R	***	3 3 3	AI	Lurker	SC	R	***	2 2	DK							
• You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add 2 2 to your mana pool.	All green creatures you control get +1/+1. 2/3.					All green creatures you control get +1/+1 until end of turn.	Cannot be target of spells unless it attacked or blocked this turn. 2/3.																	
Gorgon Gorilla	SC	R	***	3 3 3	AI	Keeper of the Beasts	SC	U	***	2 2	EX	Maddening Wind	EC	U	**	2 2	IA							
• During your upkeep, sacrifice a forest, or bury Gorilla and take 7 damage. If you sacrifice a snow-covered forest, Gorilla gains trample until end of turn.	Gorilla deals damage equal to its power to any other target creature.					CL: * During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	CL: * During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.																	
Ghazbin Ogre	SC	C	**	2	AN,CH,5th	Killer Bee	SC	U	***	3 3 3	LG,4th,5th	Mammooth Harness	EC	R	*	3 3	HL							
• During controller's upkeep, Ghazbin Ogre switches to the control of the player with the most life. 2/2.	Killer Bee: +1/+1 until end of turn. 0/1.					Target creature loses flying. Creatures assigned to block or who are blocked by Mammooth Harness get first strike until the end of turn.	Target creature loses flying. Creatures assigned to block or who are blocked by Mammooth Harness get first strike until the end of turn.																	
Giant Badger	SC	R	***	1 1 3	PR	King Cheetah	SC	C	**	2 2	VS	Manabond	EN	R	**	2 2	EX							
• Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.	King Cheetah: Put a King Cheetah whenever you can play on instant. 3/2.					During your discard phase, you may choose to put all land cards from your hand into play. If you do, discard the rest of your hand.	During your discard phase, you may choose to put all land cards from your hand into play. If you do, discard the rest of your hand.																	
Giant Caterpillar	SC	C	***	3 3	VS	Krakillen	SC	U	***	3 3 3	TM	Marsh Viper	SC	C	**	2 2	DK,4th,5th							
• Sacrifice Giant Caterpillar: Put a Butterfly token into play at end of turn.	Krakillen: Comes into play with X+1/+1 counters on it. *: Regenerate. 0/0.					Opponent takes 2 poison counters when damaged by Viper. 1/2.	Opponent takes 2 poison counters when damaged by Viper. 1/2.																	
Giant Growth	INS	C	***	2	L,U,R,4TH,JA,5th	Kyscu Drake	SC	U	***	2 2	VS	Master of the Hunt	SC	R	***	2 2 2	LG							
• Target creature gets +3/+3 until end of turn.	Kyscu Drake: Flying. -0/+1 until end of turn. (Max.) Sacrifice Kyscu and Spitting Drake: Search your library for Vietnamese Dragon and put it into play. 2/2.					*: Put a Wolves of the Hunt token, a 1/1 green creature that may bond with other Wolves of the Hunt, in play. 2/2.	*: Put a Wolves of the Hunt token, a 1/1 green creature that may bond with other Wolves of the Hunt, in play. 2/2.																	
Giant Mantis	SC	C	***	3 3	MG	Kudzu	EL	R	***	2 2	L,U,R	Metamorphosis	SOR	C	*	2	AN, CH							
• Giant Mantis can block creatures with flying. 2/4.	Kudzu: When target land is tapped, it is destroyed. The player who just lost a land to Kudzu must place it in any other land in play.					Sacrifice a creature to gain mana equal to its casting cost + 1. This mana can be of any one color, but it can only be used for summon spells.	Sacrifice a creature to gain mana equal to its casting cost + 1. This mana can be of any one color, but it can only be used for summon spells.																	
Giant Spider	SC	C	***	3 3	L,U,R,4th,5th	Land Leeches	SC	C	**	2 2	DK,4th	Mindbender Spores	SC	R	**	2 2	MG							
• Giant Spider can block creatures with flying. 2/4.	Land Leeches: First strike. 2/2.					Flying. Whenever Spores blocks a creature, put four counters on the creature. During controller's untap, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.	Flying. Whenever Spores blocks a creature, put four counters on the creature. During controller's untap, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.																	
Giant Turtler	SC	C	***	3 3	LG	Ley Druid	SC	C	***	3 3 3	HL	Mirri, Cat Warrior	SL	R	***	2 2 2	EX							
• Giant Turtler may not attack if it did so during your last turn. 2/4.	Ley Druid: Flying and -0/-1 until the end of turn. 2/3.					Mirri, Cat Warrior counts as a Cat Warrior. First strike, forestwalk. 2/3.	Mirri, Cat Warrior counts as a Cat Warrior. First strike, forestwalk. 2/3.																	
Gibbering Hyena	SC	C	**	2 2	MG	Lichenthrope	SC	R	***	3 3 3	1A,5th	Mirri's Guide	EN	R	***	2 2 2	TM							
• Gibbering Hyena cannot block block creatures. 3/2.	Lichenthrope: Untap a land of your choice. 1/1.					During your upkeep, you may look at the top three cards of your library and put them back in any order.	During your upkeep, you may look at the top three cards of your library and put them back in any order.																	
Gift of the Woods	EC	C	***	2	AI	Mongrel Pack	SC	R	***	3 3	TM	Mongrel Pack	If Mongrel Pack is put into any graveyard from play during combat, put four Hound tokens into play. Treat these tokens as 1/1 green creatures. 4/1.	If Mongrel Pack is put into any graveyard from play during combat, put four Hound tokens into play. Treat these tokens as 1/1 green creatures. 4/1.										
• If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain 1 life.	Mortal Wound					If damage is dealt to enchanted creature, destroy it.	If damage is dealt to enchanted creature, destroy it.																	
Glyph of Reincarnation	INS	C	*	2	LG	Moss Monster	SC	C	*	2	LG	Mienda Lion	SC	C	***	2 2	MG							
• Buy all creatures blocked by target will this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	Mienda Lion: If Mienda Lion attacks, defending player may pay * to have it deal no combat damage this turn. 2/1.					If Mienda Lion attacks, defending player may pay * to have it deal no combat damage this turn. 2/1.	If Mienda Lion attacks, defending player may pay * to have it deal no combat damage this turn. 2/1.																	
Gorilla Berserker	SC	C	***	3 3	AI	Mulch	SOR	C	***	2 2	SH	Mulch: Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.	Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.											
• Trample, rampage: 2. Cannot be blocked by less than three creatures. 2/3.	Natural Balance					Muscle Sliver	SC	C	***	2 2	TM	Nafs Asp	SOR	R	***	2 2 2	AN,4th							
Gorilla Chieftain	SC	C	***	3 3	AI	All Slivers get +1/+1. 1/1.	All Slivers get +1/+1. 1/1.					Nafs Asp: If Nafs Asp damages opponent, it deals an additional 1 damage during opponent's next upkeep unless * is paid before then. 1/1.	Nafs Asp: If Nafs Asp damages opponent, it deals an additional 1 damage during opponent's next upkeep unless * is paid before then. 1/1.											
• Regenerate. 3/3.	Natural Selection					Natural Spring	SOR	C	***	2 2	TM	Natural Selection: Look at top three cards of any library. You may then shuffle that library.	Natural Selection: Look at top three cards of any library. You may then shuffle that library.											
Gorilla Park	SC	C	*	2	IA	Natural Spring: Target player gains 8 life.	Target player gains 8 life.					Nature's Chosen	EC	U	***	2 2	AI							
• Foresthome. 3/3.	Nature's Chosen: Play on one of your creatures. *: Untap creature. Use only during your turn only once per turn. *: Tap creature to untap permanent. Use only if enchanted creature is white and only once each turn.					Play on one of your creatures. *: Untap creature. Use only during your turn only once per turn. *: Tap creature to untap permanent. Use only if enchanted creature is white and only once each turn.	Play on one of your creatures. *: Untap creature. Use only during your turn only once per turn. *: Tap creature to untap permanent. Use only if enchanted creature is white and only once each turn.																	
Granger Guildmage	SC	C	***	2	MG	Nature's Resurgence	SOR	R	***	2 2 2	VS	Nature's Resurgence: Sacrifice your library for a green creature card, put it into play as if it were just played, then shuffle your library.	Sacrifice your library for a green creature card, put it into play as if it were just played, then shuffle your library.											
• Target creature gains first strike. *: Granger Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1.	Nature's Resurgence: Put one land of your choice into play.					Nature's Resurgence: Look at top three cards of any library. You may then shuffle that library.	Look at top three cards of any library. You may then shuffle that library.					Nature's Revolt	EN	R	***	3 3	TM							
Grizzly Bears	SC	C	***	3 3	L,U,R,4th,5th	Nature's Wrath	EN	R	***	3 3 3	AI	Nature's Revolt: All lands are 2/2 creatures.	All lands are 2/2 creatures.											
• 2/2.	Nature's Wrath: During your upkeep, you may play a swamp or black permanent into play. Whenever a player puts a swamp or black permanent into play, he sacrifices a swamp or black permanent.					Nature's Wrath: During your upkeep, you may play a swamp or black permanent into play. Whenever a player puts a swamp or black permanent into play, he sacrifices a swamp or black permanent.	During your upkeep, you may play a swamp or black permanent into play. Whenever a player puts a swamp or black permanent into play, he sacrifices a swamp or black permanent.																	
Hail Storm	INS	U	**	2 2	AI	Needle Storm	SOR	U	**	2 2	TM	Needle Storm	SL	R	***	2 2 2	TM							
• Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.	Needle Storm: 4 damage to each creature with flying.					Needle Storm: 4 damage to each creature with flying.	Needle Storm: 4 damage to each creature with flying.					Nettletooth Djinn	SC	U	***	2 2	MG							
Hall of Gemstone	EW	R	****	1 1 3	MG	Nettletooth Djinn: During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.	Nettletooth Djinn: During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.					Niell Silvahn	SC	R	**	2 2 2	DK							
• During each player's upkeep, that player chooses a color. Until end of turn, each main-producing land only produces mana of the chosen color.	Niell Silvahn: *: Regenerate target creature. 2/2.					Night Soil	EN	C	***	2 2	FE	Night Soil: *: Take two creatures in any graveyard and remove them from the game to put a Saproling token, a 1/1 green creature, into play.	Night Soil: *: Take two creatures in any graveyard and remove them from the game to put a Saproling token, a 1/1 green creature, into play.											
Horror	INS	U	**	2 2	TM	Nurturing Liquid	SC	U	***	2 2	TM	Nurturing Liquid: *: Did loses this ability and becomes a creature enchantment that reads *: Regenerate enchanted creature instead of a creature. Move Lido onto target creature. You may pay * to end this effect. 1/1.	Nurturing Liquid: *: Did loses this ability and becomes a creature enchantment that reads *: Regenerate enchanted creature instead of a creature. Move Lido onto target creature. You may pay * to end this effect. 1/1.											
• Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.	Oath of Druids					Oath of Druds	EN	R	****	1 1 1	EX	Oath of Druds: During each player's upkeep, if that player controls fewer creatures than an opponent, the player may reveal cards from his library until he reveals a creature card, putting it into play and the rest into his graveyard.	Oath of Druds: During each player's upkeep, if that player controls fewer creatures than an opponent, the player may reveal cards from his library until he reveals a creature card, putting it into play and the rest into his graveyard.											
Harvest Wurm	SC	C	**	2	WL	Overgrowth	EL	C	***	2 2	SH	Overgrowth: Whenever enchanted land is tapped for mana, it produces an additional *.	Overgrowth: Whenever enchanted land is tapped for mana, it produces an additional *.											
• Harvest Wurm comes into play, return any basic forest to your hand.	Overrun					Overrun	SOR	U	***	2 2 2	TM	Overrun: All creatures you control get +3/+3 and gain trample until end of turn.	Overrun: All creatures you control get +3/+3 and gain trample until end of turn.											
Heartwood Dryad	SC	C	**	2	TM	Pale Bears	SC	R	***	2 2	IA	Pale Bears: Islandwalk. 2/2.	Pale Bears: Islandwalk. 2/2.											
• Heartwood Dryad can block creatures with shadow. 2/1.	Panther Warriors					Panther Warriors	SC	C	***	2 2	VS	Panther Warriors: 6/3.	Panther Warriors: 6/3.											
Heartwood Giant	SC	R	**	2	TM	People of the Woods	SC	U	**	2	DK	People of the Woods: *: Number of forests you control. 1/1.	People of the Woods: *: Number of forests you control. 1/1.											
• Sacrifice a forest: Add * to your mana pool. 3/2.	Pincher Beetles					Pincher Beetles	SC	C	***	2 2	TM	Pincher Beetles cannot be the target of spells or abilities. 3/1.	Pincher Beetles cannot be the target of spells or abilities. 3/1.											
Heartwood Giant	SC	C	**	2	TM																			
Jungle Patrol	SC	R	***	3 3	MG																			
• *: Put a Wood token into play. Treat as a 0/1 green creature that counts as a wall. Sacrifice a token: Add * to your mana pool. 3/2.	Jungle Wurm																							
Jungle Wurm	SC	C	***	3 3	MG																			
• Jungle Wurm gets -1/+1 for each extra creature blocking it. 5/5.	Juniper Order Druid																							
Juniper Order Druid	SC	C	***	2 2	IA																			
• Untap a land of your choice. 1/1.	Karoo Meerkat																							
Karoo Meerkat	SC	U	***	2	MG																			
• Protection from blue. 2/1.	Lure																							
Lure	EC	U	***	3 3 3	L,U,R,4th,5th	All creatures that can block target creature must do so.	All creatures that can block target creature must do so.																	



Set aside all creature cards in all graveyards. Then put each creature that is in play into its owner's graveyard. Then, put each creature card set aside in this way into play under its owner's control.

Living Force

Put one counter on target artifact for each life you lose. During your upkeep, you may trade one land to one and only one creature for 1 life.

Living Lands

Treat all forests in play as 1/1 creatures.

Living Plane

All lands are now also 1/1 creatures.

Living Squirrel

Top a creature you control +1/+1 until end of turn. 4/4.

Living Artifact

Put one counter on target artifact for each life you lose. During your upkeep, you may trade one land to one and only one creature for 1 life.

Living Behemoth

Top a creature you control +1/+1 until end of turn. 4/4.

Living Wall

Top a creature you control +1/+1 until end of turn. 4/4.

Living Wall

Top a creature you control +1/+1 until end of turn. 4/4.

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Top a creature you control +1/+1 until end of turn. 4/4.

Living Wall

Top a creature you control +1/+1 until end of turn. 4/4.

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets	Found
Description						
Pixie Queen	SC	R	++	2 ♦♦♦		LC
• Give target creature flying until end of turn. 1/1.						
Plated Rootwfolk	SC	C	+++	♦♦♦		ED
• Plated Rootwfolk gets +3/-3 until end of turn. Play this ability only once each turn. 3/3.						
Powerlevel	EN	U	+++	♦♦♦		AC
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.						
Pradesh Gypsies	SC	C	++	2 ♦♦♦		LG, 4th, 5th
• Give target creature -2/-0 until end of turn. 1/1.						
Predatory Hunger	EC	C	++	2 ♦♦♦		EJ
Whenever any opponent successfully casts a creature spell, put a +1/+1 counter on enchanted creature.						
Preferred Selection	EN	R	+++	♦♦♦		MC
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay 2 mana to draw the card.						
Primal Order	EN	R	+++	♦♦♦		SH
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.						
Primal Roar	EN	U	++	2 ♦♦♦		SH
All creatures you control gain trample.						
Provoke	INS	C	++	2 ♦♦♦		SH
Untap target creature you do not control. That creature blocks this turn if able. Draw a card.						
Pygmy Allomancer	SC	R	+++	2 ♦♦		U
Swampwalk: 2/2.						
Pygmy Troll	SC	C	+++	2 ♦♦♦		EJ
For each creature that blocks it, Pygmy Troll gets +1/+1 until end of turn. Regenerate Pygmy Troll. 1/1.						
Pykne	SC	C	++	2 ♦♦♦		U
Draw a card at start of the turn after Pykne comes into play. 1/1.						
Quirion Druid	SC	R	+++	2 ♦♦♦		VN
• Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2						
Quirion Elves	SC	C	+++	2 ♦♦♦		MC
When you play Quirion Elves, choose a color. Add one mana of the chosen color to your mana pool. Add 1 to your mana pool. 1/1.						
Quirion Ranger	SC	C	+++	2 ♦♦♦		VN
Return a forest you control to owner's hand. Untap target creature. Use this ability only once each turn. 1/1.						
Rabid Wolverines	SC	C	+++	2 ♦♦♦		EJ
For each creature that blocks it, Rabid Wolverines gets +1/+1 until end of turn. 4/4.						
Rabid Wombat	SC	U	+++	2 ♦♦♦		LG, 4th, 5th
+2/+2 for each enchantment on it. Doesn't tap when attacking. 0/1.						
Radjan Spirit	SC	U	+++	2 ♦♦♦		LG, 4th, 5th
• Target creature loses flying ability until turn ends. 3/2.						
Rampant Growth	SOR	C	+++	2 ♦♦♦		MG, TM
Search your library for a basic land card and put it into play, tapped.						
Reality Anchor	INS	C	++	2 ♦♦♦		TW
Target creature loses shadow until end of turn. Draw a card.						
Reap	INS	U	++	2 ♦♦♦		TW
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.						
• Rebirth	SOR	R	++	5 ♦♦♦♦♦		LG, 4th, 5th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.						
Recrimin	INS	-----	+	2 ♦♦♦♦♦		EX
Put target card from your graveyard on top of your library.						
Recycle	EN	R	+++	2 ♦♦♦		TW
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards.						
Redwood Treelfolk	SC	C	++	2 ♦♦♦		WI
3/6.						
Regeneration	EC	C	++	2 ♦♦♦	LUR, 4TH, WANG, SH	
• Regenerate enchanted creature.						
• Regrowth	SOR	U	++++	2 ♦♦♦♦	I, U, R	
Bring a card from your graveyard into your hand.						
Reincarnation	INS	U	+++	2 ♦♦♦	LG	
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.						
Renewal	SOR	C	++	2 ♦♦♦	HU	
Sacrifice a land to search your library and put a basic land into play. Continue.						
Respite	INS	C	+++	2 ♦♦♦	TM	
Creatures deal no combat damage this turn. Gain 1 life for each attacker.						
Resuscitate	INS	U	++	2 ♦♦♦	EX	
Until end of turn, each creature you control gains "• Regenerate this creature".						
Revelation	EW	R	++	2 ♦♦♦	LG, CH	
All players play with their hands face up.						
Rime Dryad	SC	C	++	2 ♦♦♦	IA	
Snow-covered forestwfolk. 1/2.						
Ritual of Subdual	EN	R	++	2 ♦♦♦	IA	
CL: •, All mana-producing lands now produce colorless mana.						
River Islandfolk	SC	C	+++	2 ♦♦♦	VS	
Islandfolk. •: Regenerate 2/1.						
Rogue Elephant	SC	C	++	2 ♦♦♦	WI	
When Elephant comes into play, sacrifice a forest or bury Elephant. 3/3.						
Root Maze	EN	R	++	2 ♦♦♦	TW	
All artifacts and lands come into play tapped.						
Rootbreaker Wurm	SC	C	++	2 ♦♦♦	TW	
Immune. 6/6.						

KILLER COMBOS



Handcuffs and Volrath's Motion Sensor: Here's a real trick you can play on your opponent if you want to get into the seasonal spirit. By themselves, both of these *Ungholy* cards are rather annoying. Put them together and you're liable to give your opponent an aneurysm—or at least some sore muscles.

Sandstorm	INS	C	00	AN, 4th, MG
Do 1 damage to all attacking creatures.				
Savoir Elves	SC	C	00	DK
•••: Destroy target enchant land. 1/1.				
Scaled Wurm	SC	C	00	IA, 5th
7/6				
Scorched Bandits	SC	R	000	DK
Forestwalk, •••: Control target artifact. Opponent may counter this by paying 2. You lose control of artifact if Bands leave play. 2/2.				
Scarwood Hog	SC	U	000	DK
•••: Give target creature forestwalk until end of turn. ••:				
Remove forestwalk from target creature until end of turn. 1/1.				
Scavenger Folk	SC	C	000	DK, CH, 5th
•••: Sacrifice Scavenger Folk to destroy target artifact. 1/1.				
Scrappington	SC	U	000	TM
Protection from blue. While Scrappington is being cast, it cannot be countered. 3/4.				
Scrub Sprites	SC	C	00	L,U,R, 4th, 5th
Flying, 1/1.				
Seedling Charm	INS	C	000	MG
Return target creature enchantment to owner's hand; or regenerate a green creature; or target creature gains trample until end of turn.				
Sense of Innocence	SOR	R	000	MG
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.				
Seeker of Skybreak	SC	C	0000	TM
••: Untap target creature. 2/1.				
Serene Heart	INS	C	00	MG
Destroy all local enchantments.				
Shambeling Strider	SC	C	000	IA
••+1/1 until end of turn. 5/5.				
Shanodin Dryads	SC	C	00	L,U,R, 4th, 5th
Forestwalk, 1/1.				
Sheltrkin Brownie	SC	C	00	LG
••: Remove bonding ability from target creature until end of turn. 1/1.				
Shrink	INS	C	00	HL, 5th
Target creature gets -5/-0 until the end of turn.				
Singing Tree	SC	R	000	AN
••: Reduce attacking creature's power to 0 until end of turn. 0/3.				
Skyshroud Archer	SC	C	00	SH
••: Target creature with flying gets -1/-1 until end of turn. 1/1				
Skyshroud Elf	SC	C	000	TM
••: Add •• to your mana pool. ••: Add •• or •• to your mana pool. 1/1				
Skyshroud Elite	SC	U	000	EX
Skyshroud Elite gets +1/+2 as long as any opponent controls any nonbasic lands. 1/1.				
Skyshroud Ranger	SC	C	000	TM
••: Choose a land in your hand and put it into play. Play as a sorcery. 1/1.				
Skyshroud Troll	SC	C	000	TM
••: Regenerate Skyshroud Troll. 3/3				

Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found
Storm Front Top target creature with flying.	EN	U	***	●●	TM	Venomous Breath All creatures in combat with target are destroyed after combat.	INS	U	***	●●	IA	Willow Faerie Flying, 1/2.	SC	C	**	●●	HL
Stream of Life Target player gains X life.	SOR	C	***	●●	L,U,R,4th,5th	Verdant Force During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature, 7/7.	SC	R	**	●●●●	TM	Willow Priestess Take a Faerie from your hand and put it directly into play. ●●●●	SC	R	***	●●●●	HL
Striped Bears When Striped Bears comes into play, draw a card, 2/2.	SC	C	**	●●	WL	Verdant Touch Buyback. ●● Target lands become 2/2 creature permanently.	SOR	R	***	●●	SH	Willow Satyr Gain control of target legend. Lose control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped, 1/1.	SC	R	**	●●●●	LG
Stunted Growth Target player must put three cards from his hand on top of his library.	SOR	R	***	●●●	IA	Verdigrids Destroy target artifact.	INS	U	***	●●	TM	Wind Shear All attacking flying creatures get -2/-2 and lose flying until end of turn.	INS	U	**	●●	VS
Subdue Target creature deals 0 damage. It gets +0/+X, where X is its casting cost.	INS	C	**	●●	LG	Verdurian Enchantress Draw a card each time you cast an enchantment. 0/2.	SC	R	**	●●●●	L,U,R,4th,5th	Winter Blast Top X target creatures. Do 2 damage to each target flying creature.	SOR	U	***	●●	L,G,4th,5th
Summer Bloom You may play up to three additional lands this turn.	SOP	U	***	●●●	VS	Veteran Explorer If Explorer is put into any graveyard from play, each player may search his or her library for up to two basic lands and put those lands into play. 1/1.	SC	U	**	●●	WL	Winter's Grasp Destroy target land.	SOR	U	***	●●●●	TM
Superior Numbers Target U	SOR	U	***	●●●	MG	Village Elder Sacrifice a forest: Regenerate target creature, 1/1.	SC	C	**	●●	MG	Wolverine Pack Rampage: 2, 2/4.	SC	C	**	●●●●	LG,5th
Survival of the Fittest! Choose and discard a creature card: Search your library for a creature card, reveal that card to all players and put it into your hand.	EN	R	****	●●●●	EX	Vitalize Untap all creatures you control.	INS	C	**	●●	WL	Wood Elemental Sacrifice * untyped forests when casting Wood Elemental. */*.	SC	R	*	●●	LG
Sylvan Hierophant If Hierophant is put into any graveyard from play, remove Hierophant from the game, then return a creature card from your graveyard to your hand. 1/2.	SC	U	***	●●	WL	Volrath's Gardens ●● Tap a creature you control. Gain 2 life. Play this ability as a sorcery.	EN	R	**	●●	SH	Wood Elves When Wood Elves comes into play, search your library for a forest card and put that forest into play. 1/1.	SC	C	**	●●●●	EX
Sylvan Library You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not resolved.	EN	R	****	●●●●	L,G,4th,5th	Waiting in the Woods Each player puts a 1/1 green Cat token into play for each of his untapped forests.	SOR	U	***	●●●●	MG	Woolly Mammoths Going trample if you control any snow-covered lands. 3/2.	SC	C	**	●●●●	IA
Sylvan Paradise Change the color of one or more creatures to green until end of turn.	INS	U	*●●	●●●	LG	Wall of Blossoms When Wall of Blossoms comes into play, draw a card. 0/4.	SC	U	***	●●●●	SH	Woolly Spider Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.	SC	C	**	●●●●	IA
Tarpon You gain 1 life if Tarpon goes to the graveyard from play. 1/1.	SC	C	**	●●	IA,5th	Wall of Brambles ●● Regenerates, 2/3.	SC	U	**	●●	L,U,R,4th,5th	Worldly Tutor Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.	INS	U	***	●●	MG
Taste of Paradise Gain 3 life for each 1 you pay over the casting cost.	SOR	C	***	●●●	AI	Wall of Ice ●●●● Regenerates, 3/3.	SC	U	**	●●	L,U,R,4th,5th	Wormwood Trefolk Forewest: Until end of turn and you take 2 damage. ●●●●	SC	R	***	●●●●	DK
Tempting Lich ●● Lich loses this ability and becomes a creature enchantment that reads "All creatures able to block enchanted creature do so" instead of a creature. Move Lich onto target creature. You may pay ●● to end this effect. 2/2.	SC	U	●●●	●●●	SH	Wall of Roots Put a +0/-1 counter on Wall of Roots: Add ●● to your mana pool. Use this ability only once each turn. 0/5.	SC	C	***	●●●●	MG	Wyluli Wolf ●● Give a creature +1/+1 until end of turn. 1/1.	SC	R	***	●●●●	AN,5th
Thallid Put a counter on Thallid during upkeep. Remove three counters to put a Soproling token, which is a 1/1 green creature, into play. Sacrifice it.	SC	C	***	●●●	FE	Whalefin ●●●●	SC	U	***	●●●●	AI	Yavimaya Ancients +1/+2 until end of turn, 2/7.	SC	C	**	●●●●	AI
Thelonite Druid ●●●● Sacrifice a green creature to turn your forests into 2/2 creatures until end of turn. 1/1.	SC	U	***	●●●●	FE	Whispering Land ●●●● Add one colorless mana to your mana pool. ●●●● Put target creature card from your graveyard on top of your library.	EC	U	***	●●●●	MG	Yavimaya Ants Trample, CU. ●●●● Unaffected by summoning sickness. 5/1.	SC	U	***	●●●●	AI
Thelonite Monk ●●●● Sacrifice a green creature to turn a lond into a basic forest. 1/2.	SC	R	***	●●●●	FE	Whirlygig The need of a world's end.	EC	R	***	●●●●	IA	Yavimaya Gnats Flying, ●●●● Regenerate, 0/1.	SC	U	***	●●●●	IA
Thelon's Chant Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.	EN	U	**	●●●●	FE	Whirlwind ●●●●	SC	R	***	●●●●	IA	RED					
Thelon's Curse Blue creatures do not upturn as normal. During upkeep, a blue creature's controller may ●● to upturn one and only one creature.	EN	R	**	●●●●	FE	Whistler's Stronghold ●●●●	SC	R	***	●●●●	IA	Active Volcano Destroy a blue permanent or return an island to owner's hand.	INS	C	*	●●	LG, CH
Thermokar! Destroy target land. You gain 1 life if that land is snow-covered.	SOP	U	***	●●●●	IA	Whistler's Stronghold ●●●●	SC	U	**	●●●●	IA	Araoth Berserker Rampage: 3, 2/4.	SC	U	***	●●●●	LG
Thicket Basilisk Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.	SC	U	***	●●●●	L,U,R,4th,5th	Whistleblower ●●●●	SC	R	***	●●●●	IA	After Flesh When any creature comes into play, Flash deals 2 damage to that creature.	EN	U	***	●●●●	WL
Thorn Thallid During your upkeep, put a spore counter on Thorn Thallid. Remove three counters to have it deal 1 damage to any target. 2/2.	SC	C	***	●●●●	FE	Whistler's Stronghold ●●●●	SC	R	***	●●●●	IA	Aftershock Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.	SOR	C	***	●●●●	TM
Tinder Walf Source: Add ●●●●. ●●●● Sacrifice: Do 2 damage to creature it blocks. 0/3.	SC	C	****	●●●●	IA	Whistler's Stronghold ●●●●	SC	C	**	●●●●	IA	Agent of Strompoid ●●●● Add ●● to your mana pool. 1/1.	SC	C	**	●●●●	AI
Titan's Song Every non-red creature loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.	EN	U	***	●●●●	AQ,D,4th,5th	Whistler's Stronghold ●●●●	EC	C	***	●●●●	IA	Agility Enchanted creature gets +1/+1 and gains flanking.	EC	U	***	●●●●	MG
Tornado CU. ●●●● Pay 3 life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.	SC	R	●●●●	●●●●	AI	Whistler's Stronghold ●●●●	EC	R	***	●●●●	IA	Aggression Target non-wall creature gets first strike and trample. Destroy that creature at the end of any turn in which it did not attack.	EC	U	***	●●●●	IA
Touch of Vitise Target is unaffected by summoning sickness and may upturn an extra time. Contrip.	INS	U	**	●●●●	AI	Whistler's Stronghold ●●●●	SC	R	***	●●●●	IA	Aladdin Steal an artifact. 1/1.	SC	R	***	●●●●	AN, CH
Touch of Vitise ●●●● Do damage to a target creature. Target creature does damage equal to its power to target creature. Target creature does damage equal to its power to Froster. 2/2.	SC	R	***	●●●●	AI	Whistler's Stronghold ●●●●	SC	U	**	●●●●	IA	Aleatory Flip a coin: If you win, target creature gets +1/+1 until end of turn.	INS	U	**	●●●●	MG
Tracker ●●●● Do damage to a target creature. Target creature does damage equal to its power to target creature. Target creature does damage equal to its power to Froster. 2/2.	SC	R	***	●●●●	AI	Whistler's Stronghold ●●●●	SC	U	**	●●●●	IA	All Bobo ●●●● Tap a wall. 1/1.	SC	U	**	●●●●	AN, 4th
Trailblazer Target creature may not be blocked this turn.	INS	R	***	●●●●	IA	Whistler's Stronghold ●●●●	SC	R	***	●●●●	IA	Alibon's Tower Target defending creature gains +3/+1 until end of turn.	INS	C	**	●●●●	HL
Trained Armored 3/3.	SC	C	**	●●●●	TM	Whistler's Stronghold ●●●●	SC	R	***	●●●●	IA	Alien from Cairo You cannot be reduced below 1 life due to damage. 0/1.	SC	R	***	●●●●	AN
Tranquill Domain Destroy all global enchantments.	INS	C	****	●●●●	MG	Whistler's Stronghold ●●●●	SC	C	**	●●●●	IA	Ambush All blocking creatures get first strike.	INS	C	**	●●●●	HL
Tranquill Grove ●●●● Destroy all other enchantments.	EN	R	****	●●●●	WL	Whistler's Stronghold ●●●●	SC	R	***	●●●●	IA	Ambush Party First strike. May attack if this turn comes into play on your side. 3/1.	SC	C	**	●●●●	HL, 5th
Tranquillity Destroy all enchantments in play.	SOR	C	****	●●●●	L,U,R,4th,5th, TM	Whistler's Stronghold ●●●●	EN	R	***	●●●●	IA	Amok Discard a card at random: Put a +1/+1 counter on target creature.	SC	R	***	●●●●	SH
Tropical Storm Do X damage to all flying creatures. Do 1 damage to target creature.	SOR	U	***	●●●●	MG	Whistler's Stronghold ●●●●	EN	R	***	●●●●	IA	An-Zerrin Ruins A creature type of your choice does not untap during untap phase.	EN	R	***	●●●●	HL
Trumpeting Armored ●●●● Target creature blocks Trumpeting Armored this turn if able. 3/3.	SC	U	***	●●●●	TM	Whistler's Stronghold ●●●●	SC	R	***	●●●●	IA	Aboba Ancestor Target Minotaur gets +1/+1 until end of turn. 1/1.	SC	R	***	●●●●	HL
Tsunami Destroy all islands in play.	SOR	U	***	●●●●	L,U,R,4th,5th	Whistler's Stronghold ●●●●	SC	C	**	●●●●	IA	Aboba Bodyguard First strike, 2/3.	SC	C	**	●●●●	HL
Typhoon Do 1 damage to opponent for each island he controls.	SOR	R	**	●●●●	LG	Whistler's Stronghold ●●●●	SC	C	**	●●●●	IA	Aboba Shaman ●●●● Do 1 damage to target creature or player. 2/2.	SC	C	**	●●●●	HL
Uktobi Effect CU. ●●●● 5/4.	SC	C	***	●●●●	WL	Whistler's Stronghold ●●●●	SC	R	***	●●●●	IA	Aboba Spirit Crafter All minorouts get +1/+0. 1/3.	SC	R	**	●●●●	HL
Uktobi Faerie Flying, ●●●● Sacrifice Uktobi Faerie: Destroy target artifact. 1/1.	SC	C	**	●●●●	MG	Whistler's Stronghold ●●●●	SC	R	***	●●●●	IA	Anarchy Destroy all white permanents.	SOR	U	***	●●●●	IA
Uktobi Orangutan When Uktobi Orangutan comes into play, destroy target artifact. 2/2.	SC	U	***	●●●●	VS	Whortog Trample, 3/3.	SC	C	***	●●●●	VS	Anarchist When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2.	SC	C	**	●●●●	EX
Uktobi Wildcats * is number of forests you have. ●●●● Sacrifice a forest: Regenerate. */*	SC	R	***	●●●●	MG	Whortog Swampwalk, 3/2.	EC	R	***	●●●●	IA	Ancient Runes During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he controls.	EN	U	**	●●●●	TM
Undergrowth No creatures deal damage in combat this turn. If you play ●●●● in addition to casting cost, Undergrowth doesn't affect red creatures.	INS	C	**	●●●●	AI	Whortog Target creature gains +0/+2 and may block flying creatures.	SC	U	***	●●●●	IA	Apocalypse Remove all permanents from the game. Discard your hand.	SOR	R	***	●●●●	TM
Unseen Walker Forestwalk, ●●●● Target creature gains forestwalk until end of turn. 1/1.	SC	U	***	●●●●	MG	Whortog Whip, 3/3.	SC	R	***	●●●●	IA	Armer Guide mage ●●●● Target creature gets +1/+0. 1/1.	SC	C	**	●●●●	MG
Untamed Wilds Search your library for one basic land and put it in play.	SOR	U	***	●●●●	L,G,4th,5th	Whortog Protection from block. Gains +1/+1 if it damages opponent. 1/1.	SC	C	**	●●●●	IA	Artifact Blast Counter an artifact as it is being cast.	INT	C	**	●●●●	AQ
Uvanya Bee Sting Uvanya Bee Sting deals 2 damage to target creature or player.	SOR	U	**	●●●●	MG	Whortog Whip Vine, 3/3.	SC	C	**	●●●●	IA	Atog ●●●● Sacrifice an artifact: +2/+2. 1/2.	SC	C	**	●●●●	AQ,R,5th
All non-wall creatures in combat with target are destroyed after combat.	EC	C	***	●●●●	DK,4th,5th	Whortog Target land provides an extra ●● when tapped for mana.	SC	R	***	●●●●	IA	Avalanche Destroy X snow-covered lands.	SOR	U	**	●●●●	IA

MAGIC

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PLAYERS GUIDE

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Baldavian War-Makers	SC	C	•••	•••	AI
Rampage: 1. War-Makers is unaffected by summoning sickness. 3/3.					
Ball Lightning	SC	R	•••••	•••••	DK, 4th, 5th
Tromp! Ball Lightning is unaffected by summoning sickness. Bury Ball					
Barbarian Guides	SC	C	•••	•••	IA
••: Give target creature snow-covered landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.					
Barbed Silver	SC	U	•••	•••	TM
Each Silver gains +••: This creature gets +1/+0 until end of turn. * 2/2.					
Barreling Attack	INS	R	•••••	•••••	MG
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.					
Battle Frenzy	INS	C	•••	•••	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.					
Beast of Bogardan	SC	U	•••	•••	LG, CH
Protection from red. Gets +1/+1 if opponent controls white cards. 3/3.					
Bestial Fury	EC	C	•••	•••	AI
If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Campfire.					
Betrothed of Fire	EC	C	•••	•••	WL
Sacrifice an unblocked creature. Enchanted creature gets +2/+0 until end of turn.					
Sacrifice an enchanted creature. All creatures you control get +2/+0 until end of turn.					
Bird Maiden	Flying, 1/2.				AN, 4th, 5th
Blazing Effigy	SC	C	•••	•••	LG
When placed in the graveyard from play, Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3.					
Blind Fury	INS	U	•••	•••	MG
All creatures lose trample until end of turn. Double all combat damage assigned to creatures that turn.					
Blistering Barrier	SC	C	•••	•••	MG
Counts as a wall. 5/2.					

KILLER COMBOS



Instant
Slaughter
•••••
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Keepers of the Light
•••••
Mike Lee/Hans Peter Vennerup
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Slaughter and Keeper of Light: More trick-or-treating. Actually, it's trick for your opponent and treat for you. The trick is that your opponent loses a creature, but with Keeper of Light there to pick you up, you can treat yourself to a buyback cost of only one life. Tricky!

Blood Frenzy	INS	C	•••	•••	TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.					
Blood Lust	INS	C	•••	•••	LG, 4th, 5th
Target creature gets +4/+4. Its toughness cannot go below 1.					
Blood Moon	EN	R	•••••	•••••	DK, CH
Treat all non-basic lands as basic mountains.					
Bloodrock Cyclops	SC	C	•••	•••	WL
Bloodrock Cyclops attacks each turn if able. 3/3.					
Bogardan Firehend	SC	C	•••	•••	WL
If Bogardan Firehend is put into any graveyard from play, it deals 2 damage to target creature. 2/1.					
Bogardan Phoenix	SC	R	•••••	•••••	VIS
Flying. If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it; if Phoenix is put into any graveyard and has a counter on it, remove it from the game. 3/3.					
Bolt	INS	U	•••	•••	TM
Destroy all lands.					
Bolting Blood	INS	C	•••	•••	WL
Target creature attacks this turn if able. Draw a card.					
Bone Shaman	SC	C	•••	•••	IA
••: Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.					
Brand of Q'eren	EC	R	•••	•••	IA
CU: ••: Target creature's controller may not cast summon spells.					

Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.

Chaotic Goo SC R ••••• TM

Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.

Cinder Cloud INS U ••••• MG

Destroy target creature. If the creature is white, Cinder Cloud deals to that creature's controller damage equal to the creature's power.

Cinder Crowler SC C ••• EX

••: Cinder Crowler gets +1/+0 until end of turn. Play this ability only if Cinder Crowler is blocked. 1/2.

Cinder Giant SC U ••• EX

During upkeep, Giant deals 2 damage to other creatures you control. 5/3.

Cinder Wall SC C ••• EX

If Cinder Wall blocks, destroy it at end of combat. 3/3.

Cone of Flame SOR U ••• EX

Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.

Conquer EC U ••• EX

Take control of target land.

Consuming Fury EC U ••• EX

Play on a non-Wall. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if creature has 3 or more counters, bury the creature and it deals to its controller an amount of damage equal to its power.

Convulsing Liquid SC U ••• EX

••: Liquid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Liquid one target creature. You may pay •• to end this effect. 2/2.

Craven Giant SC C ••• EX

Craven Giant cannot block. 4/1.

Crevasse EN U ••• EX

Creatures with mountainwalk may be blocked.

Crimson Hellkite SC R ••• EX

Flying. ••: Do X damage to target creature. Spend red mana only. 6/6.

Crimson Kobolds SC C ••• EX

Crimson Kobolds are red creatures. 0/1.

Crimson Mantrice SC R ••• EX

Flying. ••: Do 1 damage to an attacking or blocking creature. 2/5.

Crimson Roc SC U ••• EX

Flying. If Roc blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.

Crookshank Kobolds SC C ••• EX

Crookshank Kobolds are red creatures. 0/1.

Crown of Flames EC C ••• EX

••: Enchanted creature gets +1/+0 until end of turn. ••: Return Crown of Flames to owner's hand.

Curse of Maril Loge EN R ••• EX

Top off islands when Curse of Maril Loge comes into play. Islands do not untap during their controller's turn.

Deshot Nomads SC C ••• EX

Desertwalk. Immune to damage from Deserts. 2/2.

Desperate Gambit INS U ••• WL

Flip a coin. Target opponent casts heads or tails while coin is in the air. If the flip ends in your favor, double the damage dealt by a source you control.

Otherwise, prevent all damage from that source.

Detonate SOR U ••• EX

Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.

Disharmony INS R ••• EX

Untap target attacking creature and gain control of it until end of turn.

Disintegrator SOR C ••• EX

Do X damage to target. If target dies this turn, remove it from game.

Dizzying Gaze EC C ••• EX

Play Dizzying Gaze only on a creature you control. ••: Enchanted creature deals 1 damage to target creature with flying.

Dragon Whelp SC U ••• EX

Flying. ••: If more than 3 or more is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.

Duct Crawler SC L ••• EX

••: Target creature cannot block Duct Crawler this turn. 1/1.

Dwarven Armorer SC R ••• EX

••: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.

Dwarven Armory EN R ••• EX

••: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.

Dwarven Berserker SC C ••• EX

If Berserker is blocked, it gets +3/+0 & gains trample until turn ends. 1/1.

Dwarven Catapult INS U ••• EX

Do X damage divided evenly among all of opponent's creatures.

Dwarven Demolition Team SC U ••• EX

••: Destroy target wall. 1/1.

Dwarven Lieutenant SC U ••• EX

••: Give target Dwarf +1/+0 until end of turn. 1/2.

Dwarven Miner SC U ••• EX

••: Destroy target nonbasic land. 1/2.

Dwarven Nomad SC C ••• EX

••: Target creature with power 2 or less is unblockable this turn. 1/1.

Dwarven Pongy SC U ••• EX

••: Target Dwarf gets mountainwalk until the end of turn. 1/1.

Dwarven Sea Lion SC U ••• EX

••: At the end of combat, do 2 damage to target attacking or blocking creature. Only if creature's controller controls any islands. 1/1.

Dwarven Soldier SC C ••• EX

If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/2.

Dwarven Song INS U ••• EX

Change color of any number of target creatures to red until end of turn.

Dwarven Thaumaturgist SC R ••• EX

••: Switch power and toughness of target creature until end of turn. Effects that alter creature's power alter its toughness instead, and vice versa, until end of turn. 1/2.

Dwarven Trader SC C ••• EX

1/1.

Dwarven Vigilantes SC C ••• EX

If Vigilantes attacks and is not blocked, you may have it deal no combat damage.

If you do, Vigilantes deals damage equal to its power to target creature. 2/2.

Dwarven Warriors SC C ••• EX

••: Target creature of power no greater than 2 becomes unblockable. 1/1.

Dwarven Weaponsmith SC U ••• EX

••: Sacrifice an artifact: Add a +1/+1 counter to target creature. 1/1.

Earthbind EC C ••• EX

Do 2 damage to and remove flying ability from target flying creature.

Earth Elemental SC U ••• EX

4/5.

Erupting Liquid SOR R ••• EX

Do X damage to all players and non-flying creatures in play.

Elkin Lair EW R ••• EX

During each player's upkeep, that player chooses a random card from his hand and sets it aside face up. The player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, bury it.

Ekundi Cyclops SC C ••• EX

If any creature you control attacks, Cyclops also attacks if able. 3/4.

Emberilde Djinm SC R ••• EX

Flying. During each player's upkeep, he or she may pay ••• or 2 life to gain control of Emberilde Djinm. 5/4.

Enraging Liquid SC U ••• EX

••: Liquid loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. You may pay •• to end this effect. 1/1.



ART Artifact
AC Artifact Creature
CR Current Rarity

EA Enchant Artifact
EC Enchant Creature
EL Enchant Land

EN Enchantment
EW Enchant World
INS Instant

INT Interrupt
LL Legendary Land
MS Mana Source

SL Summon Creature
SOR Sorcery
UD Uncommon

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Enslaved Scout	SC	C	••	•••	AI	Glyph of Destruction	INS	C	•	•••	LG	Goblins of the Flora	SC	C	•••	•••	DK, CH
•: Mountainwalk until end of turn. 2/2.						Make target wall you control +1/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						Mountainwalk. Bury Goblins if you control any Dwarves. 1/1.					
Eron the Relentless	SL	U	••••	••••	HL	Goblin Artisan	SC	U	•	•••	AQ, CH	Goblin Snowman	SC	U	•	•••	IA
••••: Regenerates. Unaffected by summoning sickness. 5/2.						•: Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.					Snowman neither takes nor deals damage in combat when blocking. •: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.						
Errompy	EC	C	•••	•••	IA, 5th	Goblin Balloon Brigade	SC	U	•••	•••	L,U,R,4th	Goblin Swine-Rider	SC	C	••	••	VS
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						•: Gains flying until end of turn. 1/1.					If Swine-Rider is blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1.						
Eternal Flame	SOR	R	•	••••	DK	Goblin Bomb	EN	R	••	•••	WL	Goblin Tinkerer	SC	C	•••	•••	MG
Do X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.						During your upkeep, you may choose to flip a coin. If the flip ends up in your favor, put a fuse counter on Goblin Bomb. Otherwise, remove a fuse counter from Goblin Bomb. Remove five fuse counters from Goblin Bomb. Sacrifice Goblin Bomb: Do 20 damage to target player.					•: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.						
Eternal Warrio	EC	C	•••	•••	LG, 4th, 5th	Goblin Bombardment	EN	U	•••	•••	TM	Goblin Vandal	SC	R	•••	•••	WL
Target creature does not top to attack.						Sacrifice a creature: Bombardment deals 1 damage to target creature or player.					•: Destroy target artifact defending player controls. Goblin Vandal deals no combat damage this turn. Use this ability only if Goblin Vandal is attacking and unblocked and only once each turn. 1/1.						
Evaporate	SOR	R	•	•••	HL	Goblin Caves	EL	C	•••	•••	DK	Goblin War Drums	EN	C	•••	•••	FE, 5th
Deal 1 damage to each blue and white creature.						If target land is a basic mountain, all Goblins gain +0/+2.					Each attacker you control may not be blocked with less than two creatures.						
Falling Star	SOR	R	•	•••	LG	Goblin Chirurgeon	SC	C	•	•••	FE	Goblin Warrens	EN	R	•••	•••	FE, 5th
Flip Falling Star onto playing area. Star must rotate 360°. Any creature Star touches takes 3 damage and tops if it survives.						Sacrifice a Goblin: Regenerate target creature. 0/2.					•: Sacrifice two Goblins to put three 1/1 red Goblin tokens into play.						
False Orders	INS	C	•••	•••	LU	Goblin Digging Team	SC	C	•	•••	DK, 5th	Goblin Wizard	SC	U	••	•••	DK
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						•: Sacrifice Digging Team to destroy target wall. 1/1.					•: Put a Goblin from your hand directly into play. •: Give target Goblin protection from white until end of turn. 1/1.						
Fanning the Flames	SUR	U	•••	•••	SH	Goblin Elite Infantry	SC	C	•	•••	MG	Gorilla Shimmon	SC	U	•••	•••	AI
Buyback: •: Do X damage to target creature or player.						If Infinity blocks or is blocked, it gets -1/-1 until end of turn. 2/2.					•••: Destroy target non-creature artifact with casting cost of X. 1/1.						
Faint	INS	C	•	•••	LG	Goblin Flotilla	SC	R	•••	•••	FE	Gorilla War Cry	INS	C	•	•••	AI
Top all creatures blocking target creature. Target deals no damage.						Islandwalk. At the start of the attack, pay • or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.					Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.						
Fever	EN	R	•••	•••	WL	Goblin Grenade	SOR	C	•••	•••	FE	Granite Gorgoyles	SC	R	•••	•••	LUR
All creatures you control are unaffected by summoning sickness.						Sacrifice a Goblin: Deal 5 damage to target creature or player.					Flying: •+0/+1, 2/2.						
Fighting Chance	INS	R	•	•••	EX	Goblin Grenadiers	SC	U	•••	•••	WL	Gravity Sphere	SC	R	•••	•••	LG
For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.						Sacrifice Grenadiers: Destroy target creature and target land. Use this ability only if Goblin Grenadiers is attacking and unblocked. 2/2.					All creatures lose flying ability.						
Final Fortune	INS	R	•••	•••	MG	Goblin Hero	SC	C	••	•••	DK, 5th	Gray Ogre	SC	C	•	•••	L,U,R,4th
Toke another turn. You lose the game at the end of that turn.						2/2.					•: -2/+0. Use only when Wolverine is blocked and only once. 2/2.						
Fire Drake	SC	U	•••	•••	DK, CH, 5th	Grimm Wolverine	SC	C	•••	•••	WL	Guerrilla Tactics	INS	C	•••	•••	AI
Flying: •+1/+0. Only one • can be used in this manner. 1/2.						Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.					Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.						
Fire Elemental	SC	U	•••	•••	L,U,R,4th	Hammer of Bogardan	SOR	R	••••	••••	MG	Hammer of Bogardan	SC	R	••••	••••	WL
5/4.						Do 3 damage to any target. •: Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.					Do 3 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.						
Fire Whip	EC	C	••••	••••	WL	Hand to Hand	EN	R	••	•••	TM	Hand to Hand	EN	R	••	•••	TM
Play only on a creature you control. Enchanted creature gains the ability: •: Do 1 damage to target creature or player." Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.						Instant and abilities requiring activation cost cannot be played during combat.					Instant and abilities requiring activation cost cannot be played during combat.						
Firewall	SOR	C	••••	••••	L,U,R,4th, 5th	Havoc	EN	U	••	•••	TM	Havoc	EN	U	••	•••	TM
Do X damage, divided evenly among any number of targets (round down). Pay • for each target beyond the first.						Whenever target opponent casts a white spell, he or she loses 2 life.					Whenever target opponent casts a white spell, he or she loses 2 life.						
Fireblast	INS	C	••••	••••	VS	Heat of Battle	EN	U	••	•••	SH	Heat of Battle	EN	R	••	•••	SH
You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player.						Whenever any creature blocks, Heat of Battle deals 1 damage to that creature's controller.					Heat of Battle	EN	R	••••	••••	WL	
Firebreathing	EC	C	•••	•••	L,U,R,4th,MG, 5th	Heart of Bogardan	EN	R	••••	••••	WL	Heart of Bogardan	CL: •. If Heart of Bogardan's CU is not paid, it deals damage equal to its last paid CU to target player and each creature he controls.				
•+1/+0.						First strike. •: Target Dwarf gets first strike and +2/+0. If Dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.					CL: •. If Heart of Bogardan's CU is not paid, it deals damage equal to its last paid CU to target player and each creature he controls.						
Firefly	SC	U	••	••••	TM	Heart Wolf	SC	R	••••	••••	HL	Heart Wolf	SC	R	••••	••••	HL
Flying: •: Firefly gets +1/+0 until end of turn. 1/1.						First strike. •: Target Dwarf gets first strike and +2/+0. If Dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.					First strike. •: Target Dwarf gets first strike and +2/+0. If Dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.						
Firelinger	SC	C	•••	•••	TM	Heart Charm	INS	C	••	•••	VS	Heart Charm	INS	C	••	•••	VS
•: Firedlinger deals 1 damage to target creature or player and 1 damage to you. 1/1.						Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0, or target creature with power 2 or less is unblockable this turn.					Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0, or target creature with power 2 or less is unblockable this turn.						
Firestorm	INS	R	••••	••••	WL	Heart Stoke	EN	R	••	•••	WL	Heart Stoke	EN	R	••	•••	WL
Discard X cards: Do X damage to each X creatures and/or players.						At end of each combat, destroy all creatures that blocked or were blocked.					At end of each combat, destroy all creatures that blocked or were blocked.						
Firestorm Phoenix	SC	R	•••	•••	LG	Heart Wave	EN	U	••	•••	VS	Heart Wave	EN	U	••	•••	VS
Flying: •: Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						CL: •. Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller plays an additional 1 life for each blocking creature.					CL: •. Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller plays an additional 1 life for each blocking creature.						
Fissure	INS	C	•••	•••	DK, 4th	Hill Giant	SC	C	••	•••	5/3.	Hill Giant	SC	C	••	•••	L,U,R,4th, 5th
Bury target land or creature.						When you play Hill Giant's Laboratory, choose a color and a creature type.					When you play Hill Giant's Laboratory, choose a color and a creature type.						
Fit of Rage	SOR	C	••	•••	WL	Hivis	SC	R	••••	••••	MG	Hivis	SC	R	••••	••••	MG
Target creature gets +3/-3 and gains first strike until end of turn.						•: Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/4.					•: Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/4.						
Flame Elemental	SC	U	•••	•••	MG	Hulking Cyclops	SC	U	•••	•••	VS	Hulking Cyclops	SC	U	•••	•••	VS
•: Sacrifice: Do damage equal to Elemental's power to a creature. 3/2.						At end of combat, Hulking Cyclops cannot block.					At end of combat, Hulking Cyclops cannot block.						
Flame Spirit	SC	U	•••	•••	IA, 5th	Hurloin Minotaur	SC	C	••	•••	5/5.	Hurloin Minotaur	SC	C	••	•••	L,U,R,4th, 5th
•: +1/+0 until end of turn. 2/3.						When Hurloin Minotaur is put into any graveyard from play, each player chooses and buries a land or he or she controls. 2/3.					When Hurloin Minotaur is put into any graveyard from play, each player chooses and buries a land or he or she controls. 2/3.						
Flame Wave	SOR	U	••••	••••	SH	Hurloin Shaman	SC	U	•	••••	WL	Hurloin Shaman	SC	U	•	••••	WL
Do 4 damage to target player and each creature he or she controls.						If Hurloin Shaman is put into any graveyard from play, each player chooses and buries a land or he or she controls. 2/3.					If Hurloin Shaman is put into any graveyard from play, each player chooses and buries a land or he or she controls. 2/3.						
Flare	INS	C	••	•••	IA, NG, 5th	Hyperion Blocksmith	SC	U	••	••••	LG	Hyperion Blocksmith	SC	U	••	••••	LG
Flore does 1 damage to any target. Contrary.						•: Target creature cannot regenerate this turn. 1/1.					•: Target creature cannot regenerate this turn. 1/1.						
Flashfires	SOR	U	•••	•••	L,U,R,4th, 5th	Illicit Auction	SOR	R	••••	••••	MG	Illicit Auction	SOR	R	••••	••••	MG
Destroy all plains in play.						•: Top or tap target artifact opponent controls. 2/2.					•: Choose target creature. Each player may bid life for control of that creature. Auction ends when the high bid stands. High bidder loses life equal to the high bid and gains control of the creature.						
Fling	INS	C	•••	•••	SH	Immolation	EC	C	•••	•••	LG, 4th	Immolation	EC	C	•••	•••	LG, 4th
Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player.						•: Give target creature you control with toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.					•: Give target creature you control with toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
Flowstone Blade	EC	C	•	•••	SH	Imposing Visage	EC	C	•••	•••	LG, 5th	Impressing Visage	EC	C	•••	•••	LG, 5th
Enchanted creature gets +1/+0 until end of turn.						•: Target creature cannot be blocked by less than 2 creatures.					•: Target creature cannot be blocked by less than 2 creatures.						
Flowstone Flood	SOR	U	•••	•••	EX	Incinerate	INS	C	•••••	•••••	IA, MG, 5th	Incinerate	INS	C	•••••	•••••	IA, MG, 5th
Buyback—Pay 3 life. Discard a card at random. Destroy target land.						•: Do damage to any target. Creatures may not regenerate.					•: Do damage to any target. Creatures may not regenerate.						
Flowstone Giant	SC	C	•••	•••	TM	Invasion Plans	EN	R	•••	•••	SH	Invasion Plans	EN	R	•••	•••	SH
•: Flowstone Giant gets +2/-2 until end of turn. 3/3.						Each creature blocks whenever able. Attacking player chooses how each creature blocks.					•: Inferno	INS	R	•••	•••	DK, 4th, 5th	
Flowstone Hellion	SC	U	•••	•••	SH	•: Do damage to all players and all creatures.					Inferno	INS	R	•••	•••	DK, 4th, 5th	
Flowstone Hellion is unaffected by summoning sickness. •: Flowstone Hellion gets +1/-1 until end of turn. 3/3.						•: Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.					Ironclaw Curse	EC	R	•••	•••	HL, 5th	
Flowstone Mauler	SC	R	•••	•••	SH	•: Target creature cannot be assigned to block a creature whose power equals or exceeds its toughness.					Ironclaw Curse	EC	R	•••	•••	HL, 5th	
Trample. •: Flowstone Mauler gets +1/-1 until end of turn. 4/5.						•: Target creature cannot be assigned to block a creature whose power equals or exceeds its toughness.					Ironclaw Orcs	SC	C	•••	•••	IA, 4th, 5th	
Flowstone Shambler	SC	C	•••	•••	TM	•: Target creature is unblockable. That creature and Sappires are destroyed after combat. •: Target creature is unblockable. That creature is destroyed after combat. 1/1.					May only block creatures of power equaling 1 or less. 2/2.						
•: Flowstone Shambler gets +1/-1 until end of turn. 2/2.						Goblin Scouts	SOR	U	•••	•••	MG	Goblin Scouts	SOR	U	•••	•••	MG
Flowstone Wyvern	SC	R	•••	•••	TM	Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.					•: Sacrifice a creature: Put 1/1 red goblins with mountainwalk.						
Flying: •: Flowstone Wyvern gets +2/-2 until end of turn. 3/3.						Jackal Pup	SC	C	•••	•••	TM	Jackal Pup	SC	C	•••	•••	TM
*: Fork	INT	R	••••	••••	L,U,R	For each 1 damage dealt to Jackal Pup, it deals 1 damage to you. 2/1.					Khalikoullas	SOR	R	•••••	•••••	IA, 5th	
Duplicate a sorcery or instant just cast. You choose the new target.						Bury all artifacts, creatures, and lands.					Joven	SL	C	•••	•••	HL	
Frost Giant	SC	U	•••	•••	LG	•: Destroy target non-creature artifact. 3/3.					Koerkev's Torch	SOR	C	••••	••••	MG	
Rampage: 2/4, 4/4.						•: Sacrifice a snow-covered mountain. Bury Joven at cost of 1 additional • to play.					Koerkev's Torch	SOR	C	••••	••••	MG	
Furnace Brood	SC	C	•••	•••	EX	•: Sacrifice a Goblin: All red creatures get +1/+1 till end of turn. 1/1.					Korplouson Giant	SC	U	•••	•••	IA	
•: Target creature cannot be regenerated this turn. 3/3.						•: Tap a snow-covered land you control to give Giant +1/+1. 3/3.					Korplouson Giant	SC	U	•••	•••	IA	
Furnace of Rath	EN	R	••••	••••	TM												
Double all damage assigned to any creature or player.																	
Furnace Spirit	SC	C	•••	•••	SH												
Furnace Spirit is unaffected by summoning sickness. •: Furnace Spirit gets +1/+0 until end of turn. 1/1.																	
Game of Chaos	SOR	U	•••	•••	IA, 5th												
Choose target player and flip a coin. If you win, gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.																	
Giant Strength	EC	C	••••	••••	LG, 4th, 5th, TM												
•: Make target creature +2/+2.																	
Glacial Crevasses	EN	R</td															

MAGIC

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PLAYERS' GUIDE

Name	Kind	CR	Rating	Cost	Sets Found
Korpluan Yeti	SC	R	***	●●●	IA
• Yeti and target do their power in damage to each other. 3/3.					
Keeper of Kookus	SC	C	***	●●●	VS
• Protection from red until end of turn. 1/1.					
Keeper of the Flame	SC	U	**	●●	EX
• Keeper of the Flame deals 2 damage to target opponent. Play this ability if that opponent has more life than you. 1/2.					
Kelden Warlord	SC	U	**	●●●	L,U,R,4th,5th
* is the number of non-wall creatures in play on your side. 1/1.					
Kindle	INS	C	****	●●●●	TM
Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards.					
* Kird Ape	SC	C	*****	●●●●●	AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.					
Kobold Drill Sergeant	SC	U	**	●●	LG
Give all your Kobolds +0/+1 and trample. 1/2.					
Kobold Overload	SC	R	**	●●	LG
First strike. Give all your Kobolds first strike. 1/2.					
Kobolds of Kher Keep	SC	C	*	●	LG
0/1					
Kobold Taskmaster	SC	U	**	●●	LG
Give all your Kobolds +0/+1. 1/2.					
Kookus	SC	R	***	●●●	VS
Trample. During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.					
Land's Edge	EW	R	***	●●●	LG,CH
Any player may discard a card from hand at any time and do 2 damage to a player of his choice if the card discarded is a land.					
Lava Burst	SOR	C	***	●●●	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.					
Lava Hounds	SC	U	***	●●●	WL
Lava Hounds is unaffected by summoning sickness. When Lava Hounds comes into play, it deals 4 damage to you. 4/4.					
Lava Storm	INS	C	***	●●●	WL
Deals 2 damage to each attacking creature OR to each blocking creature.					
Lightning Blast	INS	C	***	●●●	TM
Lightning Blast deals 4 damage to target creature or player.					
Lightning Bolt	INS	C	***	●●●	L,U,R,4th
Do 3 damage to one target.					
Lightning Cloud	EN	R	***	●●●	VS
• Do 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.					
Lightning Elemental	SC	C	***	●●●	TM
Lightning Elemental is unaffected by summoning sickness. 4/1.					

KILLER COMBOS



You must play both B.F.M. cards to put leaves play, sacrifice the other. B.F.M. can be blocked only by three or

"It was big. Really, really big. No, bigger. No, more. Look, we're talking boulders and

more creatures.



B.F.M. into play: If either B.P.M. card more creatures.

than that. Even bigger. Keep going. More. deadboughs for jewelry. It was big."

—Arua Kesurundi, skyknight

Big, Furry Monster and Big, Furry Monster:
So it's not a very clever combo. But if it's Halloween, the time for scary things, and man is this beast scary! Even if the movie sucks, sometimes size really does matter. Trying to figure out how to get this behemoth into play? Might we recommend trying, oh say, All Hollow's Eve?

Lightning Reflexes	EC	C	***	●●	MG
You may choose to play Reflexes as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+0 and gains first strike.					
Lowland Giant	SC	C	**	●●	TM
4/3					
Mage il-Vec	SC	C	*	●	EX
• Discard a card at random: Mage il-Vec deals 1 damage to target creature or player. 2/2.					
Magnosaur	SC	R	**	●●	TM
Magnosaur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magnosaur, or sacrifice Magnosaur and it deals 1 damage for each +1/+1 counter on it to each creature with flying and each player. 0/0.					

1/1.					
Monstrous Hound	SC	R	**	●●	EX
Cannot attack unless you control more lands than defending player. Cannot block unless you control more lands than attacking player. 4/4.					
Mountain Goat	SC	C	***	●●●	IA,5th
Mountainwalk, 1/1.					
Mountain Goat	SC	C	***	●●●	LG,CH
Mountainwalk, protection from white. 3/3.					
Mudslide	EN	R	**	●●	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.					
Nolathni Dragon	SC	R	**	●●●	PR
Flying, bonding. • +1/+0 until end of turn. Bury Nolathni Dragon if more than ●●● is spent in this manner in one turn. 1/1.					

Name	Kind	CR	Rating	Cost	Sets Found
No Quarter	EN	R	**	●●	TM
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.					
Oath of Mages	EN	R	*	●	EX
During each player's upkeep, if that player has less life than target opponent, he or she may have Oath deal 1 damage to that opponent.					
Ogre Enforcer	SC	R	***	●●●	VS
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.					
Ogre Shaman	SC	R	***	●●●	EX
• Discard a card at random: Ogre Shaman deals 2 damage to target creature or player. 3/3.					
Omen of Fire	INS	R	***	●●●	AI
Return all lands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.					
Onslaught	EN	C	**	●●	EX
Whenever you successfully cast a creature spell, tap target creature.					
Opportunist	SC	U	**	●●	TM
• Opportunist deals 1 damage to target creature that was damaged this turn. 2/2.					
Orc General	SC	U	*	●	DK
• Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.					
Orc Artillery	SC	U	***	●●●	L,U,R,4th,5th
• Does 2 damage to any target and 3 damage to you. 1/3. Misprint: Alpha version lists casting cost as ●●●.					
Orc Cannibals	SC	U	***	●●●	IA
• Does 2 damage to any target and 3 damage to you. 1/3.					
Orc Captain	SC	U	**	●●	FE,5th
• Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2/1.					
Orc Concepts	SC	C	*	●	IA,5th
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.					
Orc Former	SC	C	***	●●●	IA,5th
• Turn target land into a swamp until its controller's next untap. 2/2.					
Orc Healer	SC	U	**	●●	IA
• Target creature may not regenerate. •●●●, •●●● Regenerate a block or green creature. 1/1.					
Orc Librarian	SC	R	***	●●●	IA
• Take the top eight cards of your library and randomly remove four from the game. Put the rest in order on top of your library. 1/1.					
Orc Lumberjack	SC	C	***	●●●	IA
• Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.					
Orc Mechanics	SC	C	**	●●	AQ
• Sacrifice an artifact: Do 2 damage to any target. 1/1.					
Orc Mine	EL	U	***	●●●	HL
Put three counters on Mine. Remove one counter when target land is tapped and during upkeep. Destroy land when last counter is removed. Orc Mine deals 2 damage to land's controller.					
Orc Offrune	EN	U	***	●●●	L,U,R,4th,5th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as ●●●.					
Orc Settlers	SC	U	***	●●●	WL
•●●●, •●●● Sacrifice Orcish Settlers: Destroy X target lands. 1/1.					
Orc Spy	SC	C	**	●●	FE
• Look at the top three cards in target player's library. 1/1.					
Orc Squatters	SC	R	***	●●●	IA,5th
If Squatters is not blocked, you may do it no damage and gain control of the land controlled by the defending player. 2/3.					
Orc Veteran	SC	C	**	●●	FE
Cannot block white creatures of power greater than 1. • First strike until end of turn. 2/2.					
Org	SC	R	****	●●●●	FE,5th
Trample. Can't attack if opponent has an unattacked creature of power greater than 2. Can't block creatures of power greater than 2/6.					
Pallidum	SC	R	***	●●●	TM
* is equal to the number of tapped lands target opponent controls. */3.					
Pandemonium	EN	R	***	●●●	EX
Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.					
Panic	INS	C	**	●●	IA,5th
Target may not block. Combat.					
Paroxysm	EC	U	**	●●	EX
During the upkeep of enchanted creature's controller, reveal the top card of that player's library. If that card is a land, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn.					
Pillage	SOR	U	***	●●●	AI
Bury target artifact or land.					
Power Surge	EN	R	***	●●●	L,U,R,4th
Before untap phase, active player must count untapped lands. During his upkeep, that player takes 1 damage for each land that had been untapped.					
Price of Progress	INS	U	***	●●●	EX
Price of Progress deals 2 damage to each player for each nonbasic land he controls or she controls.					
Primitive Justice	SOR	U	***	●●●	AI
Destroy target artifact. Destroy a target artifact for each •●●● you pay in addition to the casting cost. Destroy a target artifact and gain 1 life for each •●●● you pay in addition to the casting cost.					
Primordial Ooze	SC	U	***	●●●	LG,CH,5th
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay •●●● per counter or Ooze deals 1 damage to you per counter and tops 1/1.					
Pyrite Salamander	SC	C	**	●●	MG
• +1/+0 until end of turn. Bury Salamander at end of turn. 1/1.					
Pyroblast	INT	C	***	●●●	IA,5th
Counter target spell or destroy target permanent if it is blue.					
Pyroclasm	SOR	U	***	●●●	IA
Do 2 damage to each creature.					
Pyrokinesis	INS	U	***	●●●	AI
You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divided among any number of creatures.					
Pyrotechnics	SOR	U	***	●●●	LG,4th,5th
Do 4 damage divided any way among any number of targets.					
Quarantine Gnomes	SC	R	***	●●●	LG
• Target gnomes produce • instead of • until end of game. 1/1.					
Raging Bull	SC	C	*	●	LG
2/2. Booooooooring.					
Raging Goblin	SC	C	*	●	EX
Raging Goblin is unaffected by summoning sickness. 1/1.					
Raging Gorilla	SC	C	*	●	VS
If Gorilla blocks or is blocked, it gets +2/+2 until end of turn. 2/3.					

Key
ART Artifact
AC Artifact Creature
CR Current Rarity
EA Enchant Artifact
EC Enchant Creature
EL Enchant Land
EN Enchantment
EW Enchant Ward
INS Instant
INT Interrupt
LL Legendary Land
MS Mana Source
SL Summon Creature
SOR Sorcery

STUMBERS



Q: I use Grinning Totem to get a buyback spell from my opponent's deck. If I pay the buyback cost, will the spell card return to my hand?

COST, WILL THE SPELL CARD RETURN

A: No. Buyback causes the spell to go to your hand instead of your graveyard. If it's going to your opponent's graveyard instead of yours, buying the buyback cost won't do anything.

Subterranean Spirit SC R ... 3 3 3 MO
Protection from red. ♦ Do 1 damage to each non-flying creature. 3/3.

With the game at the end of the first half, ...

WHITE

Abbey Gargoyles SC U *** 2*** HL, 5th
Flying. Protection from red. 3/4.
Abbey Mantis SC C ** 2** HL

* ♀: +0/+3 until end of turn. 1/3.

Abeyance INS R •••• ① * WL

target player may not play instants, interrupts, sorceries or use any effects requiring an activation cost until end of turn. Draw a card.

Abu Ja'far SC U *** * AN, CH

If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu Ja'far die and cannot regenerate. 0/1

Adarkar Unicorn SF [8] *** IA

• Add either • or • and • to your mana pool. This mana can only be

used for cumulative upkeep. 2/2.
Advance Scout SF 5 200 8*

First strike Target creature gains first strike until end of turn. 1/1.

Afterlife INS U .. 2* NG

Bury target creature and put a 1/1 white flying creature into play under control of that creature's controller.

Akron Legionnaire SC R • *** LG, CH, 5th

Of your non-artifact creatures, only Legionnaire may attack. 8/4.
Alchemist: Defense 8/4 P. 200  WU

Alabaster Dragon SC R 000 00000 WL
Flying. If Alabaster Dragon is put into any graveyard from play, shuffle

Alabaster Dragon into its owner's library. 4/4.

Alabaster Potion INS ... ★★★ LG,4th,5th
Give target player X life or prevent X damage to any target.

Alarum INS C ******* **●*** **MG**

Untap target non-attacking creature and give it +1/+3 this turn.

MAGIC The Gathering®

p l a y e r s g u i d e

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Alloy	INS	C	••	•*	E
Buyback ③. Destroy target enchantment.					
Alms	EN	C	•••	*	W
④ Remove the top card in your graveyard from the game. Prevent 1 damage to any creature.					
Amrou Kiflikin	SC	C	•••	•*	LG,4t
Creatures with power greater than 2 may not block Amrou. 1/1.					
Angelic Blessing	SOR	C	•••	•*	E
Target creature gets +3/+3 and gains flying until end of turn.					
Angelic Protector	SC	U	•••	•*	TM
Flying. If Angelic Protector is the target of a spell or ability, it gets +0/+3 until end of turn. 2/2.					
Angellic Renewal	EN	C	•••	•*	W
If any creatures are put into your graveyard from play, you may Angelize Renewal and put one of those creatures into play.					
Angelic Voices	EN	R	•••	•*	LG, CH
Give all creatures +1/+1 if you control only white or artifact creatures.					
Angry Mob	SC	U	•••	•*	DK,4t,5t
Trample. During your turn, *—total number of swamps all opponents control. Otherwise, * = 2, +2/+2+*.					
Animoto Wall	EC	R	•	*	I,U,R,4t,5t
Target wall may now attack.					
Anoint	INS	C	•••	*	TA
Buyback ③. Prevent up to 3 damage to any creature.					
Archangel	SC	R	•••	•*	VS
Flying. Attacking does not cause Archangel to tap. 5/5.					
Arctic Foxes	SC	C	•	•*	I
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1, 1/1.					
Ardent Militia	SC	C	•••	•*	W
Attacking does not cause Ardent Militia to tap. 2/5.					
Arenson's Aura	EN	C	•••	•*	I,A,5t
④ Sacrifice an enchantment to destroy another enchantment.					
⑤⑥ Counter an enchantment as it is being cast.					
Argivian Archaeologist	SC	R	•••••	•*	AC
④⑤⑦ Bring an artifact from your graveyard to your hand. 1/1.					
Argivian Blacksmith	SC	C	•	•*	AC
④⑧ Prevent 2 damage to target artifact creature. 2/2.					
Argivian Find	INS	U	•••	*	W
Return target artifact or enchantment from your graveyard to your hand.					
Armageddon	SOR	R	•••••	•*	I,U,R,4t,5t
Destroy all lands in play.					
Armor of Faith	EC	C	•••	*	I,A,5t
Target creature gains +1/+1, *+0/+0+1.					
Armor Silver	SC	U	•••	•*	TA
Each Silver glint *②: This creature gets +0/+1 until end of turn. 2/2.					
Armored Pegasus	SC	C	•••	•*	TA
Flying. 1/2.					
Army of Allah	INS	C	•••	•*	AI
+2/+0 to all attacking creatures until end of turn.					
Artifact Ward	EC	C	•••	*	AC
Target creature may not be blocked by artifact creatures, cannot be targeted by artifacts, and takes no damage from artifacts.					
Aurro of Silence	EN	U	•••	•*	W
Artifact and enchantment spells cost target opponent an additional ② to play. Sacrifice Auro of Silence: Destroy target artifact or enchantment.					
Aurotrag	SC	R	•••	•*	TA
Sacrifice an enchantment: Aurotrag gets +2/+2 until end of turn. 1/2.					
Auspicious Ancestor	SC	R	•••	•*	MU
If Ancestor is put into your graveyard from play, gain 3 life. ③: Gain 1 life. Use only when a white spell is successfully cast and only once per spell.					
Avenging Angel	SC	R	•••••	•*	TA
Flying. If Avenging Angel is put into your graveyard from play, you may put Avenging Angel on top of owner's library. 3/3.					
Aysen Bureaucrats	SC	C	•••	•*	H,I,5t
④ Top target creature with power no greater than 2, 1/1.					
Aysen Crusader	SC	R	•••	•*	H
* equals number of heroes in play. 2+/-2+*.					
Aysen Highway	EN	R	••	•***	H
All white creatures gain plainswalk.					
Balance	SOR	R	•••••	•*	I,U,R,4t
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of each.					
Bandage	INS	C	••	*	I,U,R,4t,5t
Prevent 1 damage to any creature or player. Draw a card.					
Battle Cry	INS	U	•••	*	U
Untap all your white creatures. All blockers get +0/-1 this turn.					
Beast Walkers	SC	R	•	•*	H
④ Bonding until end of turn. 2/2.					
Benulish Hero	SC	C	••	*	I,U,R,4t,5t
Bonding. 1/1.					
Benulish Infantry	SC	C	••	•*	W
Bonding. 1/3.					
Benulish Knight	SC	C	•••	•*	W
First strike. You may Play Knight whenever you could play an instant. 2/2.					
Benulish Missionary	SC	C	•••	*	W
④⑤⑥ Target blocked creature deals no damage this turn. 1/1.					
Benevolent Unicorn	SC	C	•••	•*	MU
Whenever a spell assigns damage, that damage is reduced by 1. 1/2.					
Black Scarab	EC	U	•••	*	I
Target creature gets +2/+2 as long as any other player has any black cards.					
Target creature cannot be blocked by black creatures.					
Block Ward	EC	U	••	*	I,U,R,4t
Target creature gains protection from block.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
						Description					
Blaze of Glory	INS	R	•	★	L,U	Cold Snap	EN	U	•	★★	IA
Target creature must block all creatures that it is legally eligible to block.						CU: During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.					
Blessed Wind	INS	C	++	★★	IA,5th	Combat Medic	SC	C	++	★★	FE
Gain 1 life. Conting.						•: Prevent 1 damage to a player or creature. O/2.					
Blessing	EC	R	+++	★★	L,U,R,4th	Consecrate Land	EL	U	+++	★★	L,U
•: +1/+1.						Target land is immune from all effects that would destroy it.					
Blinding Light	SOR	U	++	★★	MG	Contemplation	EN	U	+++	★★★	SH
Top all non-white creatures.						Whenever you successfully cast a spell, gain 1 life.					
Blinking Spirit	SC	R	+++	★★	IA,5th	Convalescence	EN	R	++	★★	EX
•: Return Blinking Spirit to its owner's hand. 2/2.						During your upkeep, if you have 10 or less life, gain 1 life.					
Blood of the Martyr	INS	U	++	★★★	DK, CH	Conversion	EN	U	+++	★★★	L,U,R,4th
Until end of turn, you may redirect damage done to your creatures to yourself instead.						All mountains are now plains. You must pay $\oplus\oplus$ during upkeep.					
Blue Scarab	EC	U	++	★	IA	Conviction	EC	C	++	★★	SH
Target creature gets +2/+2 as long as any other player has any blue cards.						Enchanted creature gets +1/-3. •: Return Conviction to owner's hand.					
Target creature cannot be blocked by blue creatures.						Cooperation	EC	C	++	★★	IA
Blue Ward	EC	U	++	★	L,U,R,4th	Crusade	EN	R	++++	★★	L,U,R,4th,5th
Target creature gains protection from blue.						All white creatures gain +1/+1.					
Brainwash	EC	C	++	★	DK,4th,5th	Damping Field	EN	U	•	★★	AQ
Target creature gains protection from blue.						All one may untap more than one artifact during his untap phase.					
Choose a color. As long as target opponent controls more cards of that color than any other, all white creatures get +1/+1. Bury Call to Arms if at any time opponent doesn't control more cards of that color than any other color.						Daraja Griffin	SC	U	++	★★	VS
Calming Luid	SC	U	++	★★	SH	Flying. Sacrifice Daraja Griffin: Destroy target black creature. 2/2.					
•: Luid becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Luid onto target creature. You may \oplus to end this effect. 2/2						D'Avantori Archer	SC	C	++	★★	L,G,CH,5th
Camel	SC	C	•	★	AN	•: Do 1 damage to target attacking or blocking creature. 1/2.					
Bonding. Camel and those bonded with it are immune to Deserts. 0/1.						Dazzling Beauty	INS	C	++	★★	MG
Caribou Roar	EL	R	++	★★*	IA,5th	Target unblocked creature is considered blocked. Draw a card.					
•: Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. •: Sacrifice a token to gain 1 life.						Death Speakers	SC	U	++	★★	HL,5th
Carrier Pigeon	SC	C	•	★★	AI	Protection from black. 1/1.					
Flying. Contrab. 1/1.						Death Ward	INS	C	++	★	L,U,R,4th,IA,5th
						Regenerates target creature.					
						Debt of Loyalty	INS	R	+++	★★★	WL
						Regenerates target creature. Gain control of that creature.					
						Dispenspower	INS	C	++	★★	MG
						Put target artifact or enchantment on top of owner's library.					
						Disenchant	INS	C	+++	★★	L,U,R,4th,HL,ANG,5th,FM

KILLER COMBOS



_ Hatred and Swords to Plowshares: Some kids get a little hot under the collar they don't get a good stash of candy. If you've got a beastie who's experiencing a little Hatred and your opponent tries to dole out punishment by sending him to the graveyard, try dressing him up as a farmer. The critter will have to sit in the corner, but at least you gain your life back.

Castle	EN	U	***	● ●	LUR, 4th, 5th
Your untapped creatures gain +0/+2. Attackers don't get this bonus.					
Cataclysm	SOR	R	*****	● ● ●	EX
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment and a land and sacrifices the rest.					
Celestial Dawn	EN	R	***	● ● ●	MG
All non-land cards you OWN are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are *					
Change of Heart	INS	C	**	●	SH
Buyback. Target creature cannot attack this turn.					
Charging Paladin	SC	C	***	● ●	EX
If Charging Paladin attacks, it gets +0/+3 until end of turn. 2/2.					
Circle of Protection: Artifacts	EN	U	***	● ●	AQ, 4th, 5th
Prevent all damage from your own artifact source.					
Circle of Protection: Black	EN	C	***	● ●	B, U, R, 4TH, IA, SH, TM
Prevent all damage to you from one black source.					
Circle of Protection: Blue	EN	C	***	● ●	LUR, 4TH, IA, SH, TM
Prevent all damage to you from one blue source.					
Circle of Protection: Green	EN	C	***	● ●	LUR, 4TH, IA, SH, TM
Prevent all damage to you from one green source.					
Circle of Protection: Red	EN	C	***	● ●	LUR, 4TH, IA, SH, TM
Prevent all damage to you from one red source.					
Circle of Protection: Shadow	EN	C	***	● ●	TM
Prevent all damage to you from a creature with shadow.					
Circle of Protection: White	EN	C	***	● ●	LUR, 4TH, IA, SH, TM
Prevent all damage to you from one white source.					
Civic Guidomage	SC	C	***	●	MG
Target creatures gets +0/+1 until end of turn. (●) (●) Put target creature you control on top of owner's library. 1/1.					
Cleanse	SOR	R	***	● ● ●	LG
Destroy all black creatures in play.					
Cleansing	SOR	R	**	● ● ●	DK
All lands are destroyed. Anyman may pay 1 life per land they wish to save.					
Clergy on Vec	SC	C	***	● ●	TM
Prevent 1 damage to any creature or player. 1/1.					
Clergy of the Holy Nimbus	SC	C	**	●	LG
If killed, Clergy regenerates unless opponent pays 1/1.					
Cloudchaser Eagle	SC	C	***	● ●	TM
Flying. When Eagle comes into play, destroy target enchantment. 2/2.					
Destroy					
target enchantment or artifact.					
Divine Intervention	EN	R	***	● ● ●	LG
Put two counters on Divine Intervention. Remove one counter during your upkeep. When both are removed, game ends in a draw.					
Divine Offering	INS	C	***	● ● ●	LG, MG, 5th
Destroy target artifact, gaining life equaling casting cost of artifact.					
Divine Retribution	INS	R	***	● ● ●	MG
Do 1 damage to target attacking creature for each attacking creature.					
Divine Transformation	EC	U	***	● ● ●	LG, 4th, 5th
Target creature gets +3/+3.					
Drought	EN	U	***	● ● ●	IA
During your upkeep, pay * or destroy Drought. In order to cast a spell that has * as part of its casting cost or use an ability that requires *, the player must sacrifice a swamp for each * in the spell or effect.					
Duskdrake Falcon	SC	C	***	● ●	WL
Flying, protection from block. 1/1.					
Dust to Dust	SOR	U	***	● ● ●	DK, 5th
Remove any two target artifacts from the game.					
Ekuンド Griffin	SC	C	***	● ●	MG
Flying, first strike. 2/2.					
Elder Land Wurm	SC	R	●	● ● ● ●	LG, 4th
Trample. Cannot attack until it has been assigned to block. 5/5.					
Elite Javelinliner	SC	C	**	●	TM
If javelinliner blocks, it deals 1 damage to target attacking creature. 2/2.					
Evilish Healer	SC	C	***	● ●	IA
Prevent 1 damage to any target or 2 damage to a green creature. 1/2.					
Empirical Armor	EC	U	***	● ● ●	WL
Creature gets +X/+X, where X is the number of cards in your hand.					
Enchanted Being	SC	C	***	● ● ●	LG
Takes no combat damage from enchanted creatures. 2/2.					
Enduring Renewal	EN	R	***	● ● ●	IA
Play with your hand face up. If you draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.					
Energy Storm	EN	R	***	● ● ●	IA
(CU) Damage done by instants, interrupt, and removals is reduced to 0.					
Flying creatures do not untap during their controller's untap.					
Enlightened Tutor	INS	D	****	*	MG
Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of your library.					
Equinox	EL	C	**	●	LG
Tap target land to counter a spell that destroys your land.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Equipoise	EN R	•	•*		VS	Hidden Retreat	EN R	••••	•*			Invulnerability	INS U	•••	•*		TM
During your upkeep, for each land target player controls in excess of the lands you control, target land he controls phases out. Repeat this process for artifacts and creatures.						Choose a card in your hand and put it on top of your library. Prevent all damage from an instant or sorcery.						Bayback	•	Prevent all damage to you from one source.			
Errand of Duty	INS C	•••	•*		AI	Iron Tusk Elephant	SC U	•••	•*			Iron Tusk Elephant	SC U	•••	•*		MG
Put a Knight token into play. Treat as a 1/1 white bonding creature.						Tromp, 3/3.						Tromp, 3/3.					
Ethereal Champion	SC R	•••	•••*		MG	Hippoman	SC U	•••	•*			Island Sanctuary	EN R	•••	•*	L,U,R,4th,5th	
Pay 1 life: Prevent 1 damage to Ethereal Champion. 3/4.						Cannot block creatures with power 3 or greater unless you pay $\oplus 1/3$.						If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.					
Exalted Dragon	SC R	•••	••*		EX	Holy Armor	EC C	••	•*			Ivory Charm	INS C	•••	•*		MG
Flying. Each turn, Exalted Dragon cannot attack unless you sacrifice a land. 5/5.						Target creature gains +0/+2. $\oplus 1/+0/1$.						Choose one—all creature get -2/-0 until end of turn; or prevent 1 damage to any creature or player; or tap target creature.					
Exile	INS R	•••	•*		AI	Holy Day	INS C	•••	•*			Ivory Gargoyle	SC R	•••	•*		AI
Remove target non-white attacker from game. Gain life = toughness.						Creatures attack and block as normal but deal no damage.						Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. $\oplus 2$.					
Exorcist	SC R	•••	•*		DK	Holy Light	INS C	•••	•*			Remove Gargoyle from the game. 2/2.					
•*, $\oplus 2$: Destroy target black creature. 1/1.						Give all non-white creatures -1/-1 until end of turn.						Ivory Guardian	SC U	•••	•••*	L,G,CH,5th	
Eye for an Eye	INS R	•••	•*		AN,R,4th,5th	Holy Strength	EC C	••	•*			Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.					
Do as much damage to controller of a creature, spell, or effect as target creature, spell, or effect does to you.						Target creature gains +1/+2.						Jabari's Influence	INS R	•••	•••*	MG	
Eye of Singularity	EW R	••	•*		VS	Honor Guard	SC C	•••	•*			Play only after combat. Gain control of target non-aircraft creature that attacked you this turn and put a -0/-1 counter on it.					
When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.						Honorable Passage	INS U	••••	•*			Jamarrion Lion	SC C	•••	•*	VS	
Formsteed	EL R	•	•••*		L,U,R	Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.						•*, $\oplus 2$: Target creature cannot block this turn. 3/1.					
Once per turn, during your upkeep, you may spend $\oplus 1$ to gain 2 life.						Humility	EN R	••••	••*			Jihad	EN R	•••	•••*	AN	
Farrel's Mantle	EC U	•••	•*		FE	Choose one—Banding, 1/1: First strike. 1/1.						+2/+1 to white creatures while chosen color of opponent's is in play.					
If target creature attacks and is not blocked it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.						Ication Infantry	SC C	•••	•*			Keldorion Jester	EC R	•••	•*		
Farrel's Zeopol	SC C	•••	••*		FE	•*, Bonding, 1/1: First strike. 1/1.						Discard Jester if no cards of that color are in play.					
If Zeopol is not blocked, you may deal 3 damage to a target creature. If so, Farrel's Zeopol deals no damage. 2/2.						Ication Javelinmen	SC C	•••	•*			Juniper Advocate	SC U	•••	•*	AI	
Farfalle Priest	SC C	•••	••*		FE	Put a Javelin counter on Javelinmen when cast. $\oplus 1$: Remove the counter to deal 1 damage to any target. 1/1.						If Advocate is untrapped, all your green creatures get +1/+1. 1/2.					
•*: Add $\oplus 1$ to mana pool. Buy it more than $\oplus 1$ spent in one turn. 1/3.						Ication Lieutenant	SC R	•••	•*			Justice	EN U	•••	•••*	IA,5th	
Fasting	EN U	••	*		DK	•*, $\oplus 1$: Give target Soldier +1/+0 until end of turn. 1/2.						You must pay $\oplus 2$ during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.					
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeep.						Ication Moneychanger	SC C	•••	•*			Karma	EN U	••••	•••*	L,U,R,4th,5th	
Favorable Destiny	EC U	•••	•*		MG	Choose one—Oath of Ghouls	SC C	•••	•*			During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return a creature card from his or her graveyard to his or her hand.					
As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white, it gets +1/+2.						Oath of Ghouls	SC C	•••	•*			Keepers of the Light	SC U	•••	•*	EX	
Femeref Healer	SC C	•••	•*		MG	•*, Prevent 1 damage to any creature or player. 1/1.						Goin 3 life. Play this ability only if you have less life than target opponent. 1/2.					
Femeref Knight	SC C	••••	•*		MG	•*, Prevent 1 damage to any creature or player. 1/1.						Keepers of the Faith	SC C	••	•••*	L,G,CH,2/3	
Flanking, •: Attacking does not count Knight to top this turn. 2/2.						•*, Prevent 1 damage to any creature or player. 1/1.						Kelmsko Ranger	SC C	••	•*	IA	
Femeref Scouts	SC C	•••	•*		MG	•*, $\oplus 1$: Give target Knight +1/+0 until end of turn. 2/2.						•*, One green creature gains first strike until end of turn. 1/1.					
1/4.						Flanking, •: Bonding, 1/1: First strike. 1/1.						King Soleiman	SC R	•••	•*	AN	
Festival	INS C	•••	*		DK	•*, Bonding, 1/1: First strike. 1/1.						•*, $\oplus 1$: Destroy target Djinn or Efreet. 1/1.					
Opponent may not attack this turn. Play during opponent's upkeep.						Flanking, •: Bonding, 1/1: First strike. 1/1.						Kismet	U	•••	•*	LG,4th,5th	
Field of Souls	EN R	•••	••*		TM	•*, Bonding, 1/1: First strike. 1/1.						All of target opponent's creatures, lands and artifacts enter play tapped.					
Whenever a non-token creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white creature with flying.						Flanking, •: Enchanted creature cannot be blocked by creatures with power 3 or greater.						Kithkin Armor	EC C	•••	•*	WL	
Fire and Brimstone	INS U	••	••*		DK	•*, Bonding, 1/1: Enchanted creature Prevent all damage to enchanted creature from one source.						Sacrifice Armor	Prevent all damage to enchanted creature from one source.				
Do 4 damage to target player and do 4 damage to you. May only be cast if that opponent has declared an attack this turn.						Kjeldor Elite Guard	SC U	•••	•*			Kjeldor Elite Guard	SC U	•••	•*	IA	
Flickering Word	EC U	•••	*		TM	•*, Bonding, 1/1: Give target creature +2/+2. $\oplus 1$: Give target creature +2/+2.						Kjeldor Jester	SC C	•••	•••*	AI	
When you play Flickering Word, choose a color. Enchanted creature gains protection from the chosen color. $\oplus 1$: Return Word to owner's hand.						Kjeldor Guard	SC C	••	•*			Kjeldor Guard	SC C	••	•*	IA	
Foriyisan Brigade	SC U	•••	•*		WL	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Foriyisan Brigade may block up to two creatures each combat. 2/4.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Formation	INS R	•••	*		IA	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Give target creature bonding until end of turn. Contrap.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Fortified Area	EN C	•••	••*		LG	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Give all your walls +1/+0 and bonding.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Freewind Falcon	SC C	•••	•*		VS	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Flying, protection from red. 1/1.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Fylgia	EC C	•••	*		IA	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Put four counters on Fylgia. $\oplus 1$: Remove a counter to prevent 1 damage to the creature Fylgia enchantos. $\oplus 2$: Put a counter on Fylgia.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Gallantry	INS U	•••	•*		TM	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Target blocking creature gets +4/+4 until end of turn. Draw a card.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
General Jarlak	SL R	•••	•*		IA	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
•*, Exchange two blockers without creating an illegal block. 1/2.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Gerrard's Battle Cry	EN R	•••	*		TM	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
•*, All creature you control get +1/+1 until end of turn.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Gerrard's Wisdom	SOR U	•••	••*		WL	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
For each card in your hand, gain 2 life.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Glyph of Life	INS C	•••	*		LG	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Gain life equal to the damage done to target wall by an attacker.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Gossamer Chains	EN C	•••	•*		VS	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Return to owner's hand: Target unblocked creature does not combat damage this turn.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Great Defender	INS U	•••	*		LG	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Give target +0/+X until end of turn, where X is the creature's cost.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Great Wall	EN U	••	•*		LG	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Creatures with plainswalk may be blocked.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Greater Realism of Preservation	EN U	•••	•*		LG,5th	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
•*, Prevent all damage to you from a red or black source.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Green Scarab	EC U	•••	*		IA	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Green Ward	EC U	•••	*		L,U,R,4th,5th	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Target creature gains protection from green.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Guardian Angel	INS C	•••	•*		L,U,R	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Prevent X damage dealt to a target. Pst!: Put this card next to Paralyze.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Guided Strike	INS C	•••	•*		WL	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Target creature gets +1/+0 and first strike until end of turn. Draw a card.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Hollowed Ground	EN U	•••	•*		IA	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
•*, Return a non-snow-covered land you control to its owner's hand.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Hond of Justice	SC R	•••	•*		FE	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
•*, Tap three white creatures you control to destroy target creature. 2/2.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Hanni's Custody	EN R	•••	•*		TM	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Artifact(s) cannot be the target of spells or abilities.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Hazduhr's Abbot	SL R	•••	••*		HL	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
•*, Redict: Redict Hazduhr X damage dealt to a white creature you control. 2/2.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Heal	INS C	•••	*		IA,5th	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Prevent 1 damage to any target. Contrap.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Healing Salve	INS C	•••	*		L,U,R,4th,5th	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Gain 3 life, or prevent up to 3 damage.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Heaven's Gate	INS U	••	*		LG	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Change the color of one or more creatures to white until end of turn.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
Heavy Ballista	SC C	•••	•*		WL	•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C	••	•*		
•*, Ballista deals 2 damage to target attacking or blocking creature. 2/3.						•*, Bonding, 1/1: First strike. 1/1.						Kjeldor Guard	SC C				

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players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Marble Titan	SC	R	••	••*	TM
Creatures with power 3 or greater do not untap during their controllers' untap phases. 3/3.					
Martyrdom	INS	C	••	••*	AI
Redirect to target creature you control any amount of damage until end of turn.					
Martyr's Cry	SOR	R	••	••*	DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.					
Martyrs of Korlis	SC	U	••	••*	AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless...					
Martyrs of Korlis is tapped. 1/6.					
Master Decay	SC	C	•••	••*	TM
*: Tap target creature. 1/2.					
Master of Arms	SC	U	•••	••*	WL
First strike. *: Tap target creature blocking Master of Arms. 2/2.					
Mel'esse Spirit	SC	U	•••	••*	MG
Flying. Protection from block. 3/3.					
Mercenaries	SC	R	•	••*	IA
A player may pay • to prevent Mercenaries from dealing damage. 3/3.					
Mesa Falcon	SC	C	•••	••*	HL,5th
Flying. *: +0/+1 until end of turn. 1/1.					
Mesa Pegasus	SC	E	•••	••*	L,U,R,4th,5th
Flying, banding. 1/1.					
Miracle Worker	SC	C	•	••*	DK
*: Destroy target enchantment on one of your creatures. 1/1.					
Miraculous Recovery	INS	U	••••	••*	VS
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.					
Mistmoon Griffin	SC	U	•••	••*	WL
Flying. If Griffin is put into any graveyard from play, remove Griffin from the game, then put the top creature card from your graveyard into play. 2/2.					
Mod	EN	R	••••	••*	LG
Non-flying creatures cannot attack.					
Moorish Cavalry	SC	C	•••	••*	AN
Trample. 3/3.					
Mordor	INS	C	••	••*	DK, 4th
Give all attacking creatures +1/+1 until end of turn.					
Mounted Archers	SC	C	•••	••*	NG
Can block creatures with flying. *: Can block an additional creature this turn. 2/3.					
Mtendo Griffin	SC	U	•••	••*	NG
Flying. *: Return Mtendo Griffin to owner's hand and return target Griffin in your graveyard to your hand. Use only during your upkeep. 2/2.					
Mtendo Herder	SC	C	••	••*	NG
Flanking. 1/1.					
Noble Elephant	SC	C	•••	••*	MG
Banding, trample. 2/2					
Noble Steeds	EN	C	••	••*	AI
*: Target creature gains first strike until end of turn.					
Nomads an-Kor	SC	C	••	••*	NG
*: Redirect 1 damage from Nomads an-Kor to a creature you control. 1/1.					
Northern Paladin	SC	R	•••	••*	L,U,R,4th
*: *: Destroy a black card in play. 3/3.					
Nul Chamber	EW	R	•••	••*	MG
You and target opponent each name any card except a basic land. These cards cannot be played.					
Oath of Lieges	EN	R	••••	••*	EX
During each player's upkeep, if that player controls fewer lands than his or her opponent, the player may search his or her library for a basic land card and put that land into play. The player shuffles his or her library afterwards.					
Oracle en-Vek	SC	R	•••	••*	TM
*: Opponent chooses some creatures he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of that turn, destroy each of those creatures that did not attack. Use only during your turn. 1/1.					
Order of Leitbur	SC	C	••••	••*	NG
Protection from block. *: +1/+0. *: First strike. 2/1.					
Order of the Sacred Torch	SC	R	••••	••*	IA,5th
*: Pay 1 life to counter a block spell. 2/2.					
Order of the White Shield	SC	U	••••	••*	IA,5th
Protection from block. *: +1/+0. *: First Strike. 2/1.					
Orim, Samite Healer	SL	R	••••	••*	TM
Orim, Samite Healer counts as a Cleric. *: Prevent up to 3 damage to any creature or player. 1/3.					
Orim's Prayer	EN	U	••	••*	TM
If any creature attacks you, gain 1 life for each attacking creature.					
Osoi Vultures	SC	U	••	••*	L,4th
Flying. After a turn in which a creature died, add a counter to Vultures. Remove two counters to make Vultures +1/+1 until end of turn. 1/1.					
Paradise	EC	C	••••	••*	MG,TM
Enchanted creature cannot attack or block.					
Paladin en-Vek	SC	R	••••	••*	EX
First strike, protection from block, protection from red. 2/2.					
Paragore	EN	C	••••	••*	VS
You may choose to play Paragore as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.					
Peace of Mind	EN	U	••	••*	EX
*: Choose and discard a card. Gain 3 life.					
Peace Talks	SOR	U	•••	••*	VS
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.					
Peacockkeeper	SC	R	•••	••*	WL
During upkeep, pay * or bury Keeper. Creatures cannot attack. 1/1.					
Pearl Dragon	SC	R	•••	••*	MG
Flying. *: +0/+1. 4/4.					
Pearled Unicorn	SC	C	•	••*	L,U,R,4th,5th
2/2.					

Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found
Pegasus Refuge	EN	R	•	★★	TM	Reprisal	INS	U	★★★	★★	AI
② Choose and discard a card. Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.						Bury target creature with power 4 or greater.					
Pegasus Stampede	SOR	U	★★	★★	EX	Resistance Fighter	SC	C	★★	★	VS
Burpback—Sacrifire a land. Put a pegasus token into play. Treat this token as a 1/1 white creature with flying.						Sacrifice: Target creature deals no combat damage this turn. 1/1.					
Penance	EN	U	★★	★★	EX	Resurrection	SOR	U	★★	★★★	L,U,R
Choose a card from your hand and put that card on top of your library. Prevent all damage from a block or red source.						Take a creature from your graveyard and put it directly into play.					
Personal Incarnation	SC	R	★★	★★★★	L,U,R,4th,5th	Retribution of the Week	SOR	R	★★	★★	VS
Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation dies, its owner loses half his life (round up). 6/6.						Bury all creatures with power 4 or greater.					
Petra Sphinx	SC	R	★★	★★★★	LG,CH	Revered Unicorn	SC	U	★★	★★	WL
④ Target player names a card and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.						CU: If Reversed Unicorn leaves play, its controller gains life equal to Reversed Unicorn's last paid upkeep. 2/3.					
Piety	INS	C	★★	★★	AN,4th	Reverse Damage	INS	R	★★	★★★	L,U,R,4th,5th
+0/+3 to all defending creatures until end of turn.						All damage from any one source is instead added to your life total.					
Pikemen	SC	C	★★	★★	DK,4th,5th	Reverse Polarity	INS	C	★★	★★	AQ,R
Bonding, first strike. 1/1.						All damage you have taken from all artifacts this turn is retroactively added to your life total instead.					
Preacher	SC	R	★★	★★	DK	Righteous Avenger	EN	C	★★	★★	VS
⑤ Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature. 1/1.						★. Pay 2 life: Prevent all damage to you from any one source.					
Presence of the Master	EN	U	★★	★★	LG	Righteous Avenger	SC	U	★★	★★	LG
Counter all enchantments as they are being cast.						Plainswalk. 3/1.					
Prismatic Circle	EN	C	★★	★★	MG	Righteousness	INS	R	★★	★	L,U,R,4th,5th
CU: ① Choose a color. ② Prevent all damage to you from a source of that color.						Target defending creature gets +7/+7 until end of turn.					
Prismatic Ward	EC	C	★★	★★	IA,5th	Ritual of Steel	EC	C	★★	★★	MG
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						Enchanted creature gets +0/+2. Contrip.					
Prophecy	SOR	C	★★	★★	HL	Rolling Stones	EN	R	★★	★★	SH
Reveal the top card of opponent's library to all players. If it is a land, gain 1 life. That opponent then shuffles his library. Contrip.						Walls can attack as though they were not Walls.					
Purelove	INT	R	★★	★★	L,U,R,4th	Royal Decree	EN	R	★★	★★★	AI
Change the color of one card being played or in play to white.						CU: * Whenever a swamp, mountain, block permanent, or red permanent becomes tapped, its controller takes 1 damage.					
Pursuit of Knowledge	EN	R	★★★★	★★	SH	Royal Herdials	SC	C	★★	★	AI
Skip drawing a card. Put a study counter on Pursuit. Remove three study counters from Pursuit. Sacrifice Pursuit: Draw seven cards.						② Remove top card of your library from game to gain 1 life. 1/1.					
Quencking Lizard	SC	U	★★	★★	TM	Sacred Boon	INS	U	★★	★★	IA,5th
④ Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. You pay to end this effect. 1/1						+Prevent up to 3 damage dealt to target creature. At end of turn put a +1/+1 counter on that creature for each damage prevented.					
Rally	INS	C	★★	★★	IA	Sacred Ground	EN	R	★★	★★	SH
All blocking creatures gain +1/+1 until end of turn.						Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.					
Rapid Fire	INS	R	★★	★★	LG	Sacred Guide	SC	R	★★	★	TM
Give target first strike and rampage: 2. Play before defense is chosen.						① ★. Sacred Guide: Rveal and remove cards from your library from the game until you reveal a white card. Put that card into your hand. 1/1.					
Rashida Scalebane	SL	R	★★	★★	MG	Sacred Mesa	EN	R	★★	★★	MG
Bury target attacking or blocking Dragon. Gain life equal to its power. 3/4.						During your upkeep sacrifice a Pegasus or bury Sacred Mesa. ② Put a Pegasus token into play. Treat this token as a 1/1 white flying creature.					
Safeguard	EN	R	★★	★★	TM	Samite Alchemist	SC	C	★★	★★	HL
② Target creature deals no combat damage this turn.						③ ★. Prevent 4 damage to a creature you control. Tap the creature. That creature does not untap during your next untap phase. 0/2.					

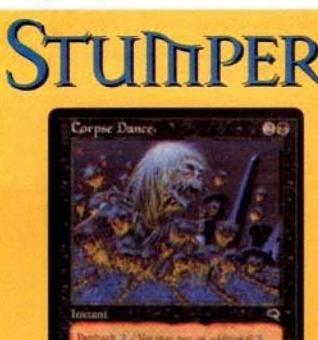
Rashka the Slayer	SL	U	••	••*	HL	
Can block creatures with flying, if Rashka the Slayer blocks a block creature, it gains +1/+2 until the end of turn. 3/3						
Reaping the Rewards	INS	C	•••	*	EX	
Buyback—Sacrifice a land. Gain 2 life.						
Reconnaissance	EN	U	•••	*	EX	
① Remove target attacking creature you control from combat and untap it.						
Red Scarab	EC	U	••	*	IA	
Target creature gains +2/+2 as long as any other player has any red cards.						
Target creature cannot be blocked by red creatures.						
Red Ward	EC	U	••	*	L,U,R,4th	
Target creature gains protection from red.						
Reinforcements	INS	C	•••	*	AI	
Put up to 3 creature cards from your graveyard on top of your library in any order.						
Relic Ward	EA	U	•••	!*	VS	
You may choose to play Relic Ward as an instant; if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.						
Remedy	INS	C	•••	*	VS	
Prevent up to 5 damage to any numbers of creatures and/or players.						
Remove Enchantments	INS	C	•••	*	LG	
Return all your enchantments to your hand and destroy all enchantments played on permanent you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.						
Repentance	SOR	U	•••	!*	TM	
Target creature deals to itself damage equal to its power.						
Repentant Blacksmith	SC	C	•••	!*	AN,CH,5th	
Protection from red. 1/2.						
Samrite Blessing	EC	C	••	*	SH	
Creature gains +2: Prevent all damage to any creature from any one source.						
Samrite Healer	SC	C	•••	!*	L,U,R,4th,5th	
② Prevent 1 damage to any target. 1/1						
Savannah Lions	SC	R	•••	*	L,U,R,4th	
2/1.						
Scapegoat	INS	U	••	*	SH	
Sacrifice a creature; Return any # of target creatures you control to owner's hand.						
Scars of the Veteran	INS	U	•••	*	AI	
You may remove a white card in hand from instead of paying casting cost. Prevent up to 7 damage to target creature or player and put a +0/+1 counter on creature for each damage prevented.						
Seasoned Tactician	SC	U	••	*	AI	
③ Remove the top four cards of your library from the game to prevent all damage to you from one source. 1/3.						
Seeker	EC	C	•••	*	LG,4th	
Target creature may only be blocked by white or artifact creatures.						
Seraph	SC	R	•••	*	IA,5th	
Flying. If a creature dies during a turn in which Seraph damaged it, put it into play under your control. Buff it if Seraph leaves play or your control. 4/4.						
Serene Offering	INS	U	•••	*	TM	
Destroy target enchantment. Gain life equal to its total casting cost.						
Serenity	EN	R	•••	*	WL	
During your upkeep, bury all artifacts and enchantments.						
Sereno Angel	SC	U	•••••	!*	L,U,R,4th	
Flying. Does not tap to attack. 4/4.						
Sereno Aviary	EW	R	•••	*	HU	
All creatures with flying get +1/+1.						
Sereno Bestiary	EC	C	••	*	HL,5th	
Pay *•* during your upkeep or bury Bestiary. Target creature cannot						



ART	Artifact	tA	Enchant Artifact
AC	Artifact Creature	EC	Enchant Creature
CR	Current Rarity	EL	Enchant Land

EN	Enchantment	INT	Interrupt	SC	Summon Creature
EW	Enchant World	LL	Legendary Land	SL	Summon Legend
INS	Instant	MS	Mana Source	SOR	Sorcery

Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found
Serra Inquisitors	SC	U	**	**	HL	Tithe	INS	R	**	*	VS	Wellkin Hawk	SC	C	***	**	EX
If blocking or blocked by black creatures, Inquisitors get +2/+0. 3/3.						Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand.						Flying. If Hawk is put into any graveyard from play, you may search your library for a Wellkin Hawk card and put it into your hand. 1/1					
Serra Paladin	SC	C	**	**	HL, 5th	Tividar's Crusade	SOR	U	*	**	DK	White Knight	SC	U	****	**	L,U,R,4th,5th
● Prevent 1 damage to any creature or player. ① **, ②: Attacking does not cause target creature to tap this turn. 2/2.						All Goblins are destroyed.						Protection from block, first strike. 2/2					
Serra's Blessing	EN	U	**	**	WL	Trade Caravan	SC	C	**	*	HL	White Scarab	EC	U	**	*	IA
Attacking does not cause creatures you control to tap.						During your upkeep, put a counter on Caravan. ①: Remove two counters from Caravan to untap a basic land. Use only during opponent's upkeep. 1/1.						Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.					
Shackles	EC	C	**	**	EX	Treasure Hunter	SC	U	**	**	EX	White Ward	EC	U	**	*	L,U,R,4th
Enchanted creature does not untap. *: Return Shackles to owner's hand.						When Treasure Hunter comes into play, you may return target artifact card from your graveyard to your hand. 2/2.						Target creature gains protection from white.					
Shadowbow	INS	U	***	**	MG	Truce	INS	R	**	**	HL, 5th	Wild Aesthetic	SC	C	***	**	AI
Prevent all damage to you or a creature you control from any source. If the source is black, gain 1 life for each 1 damage prevented.						Each player may draw up to two cards. For each card less than two the player draws, player gains 2 life.						Flying, first strike. ② **, +2/+0 until end of turn. You cannot spend more than ** in this way each turn. 1/1					
● Shahrzad	SOR	R	**	**	AN	Tundra Wolves	SC	C	**	*	LG, 4th, 5th	Winds of Rath	SOR	R	***	**	TM
Players must suspend game in progress and play a sub-game with their current libraries. The loser loses half of his life points (round up loss). Cards removed from the subgame still go back into the main game.						First strike. 1/1.						Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.					
Shaman en-Kor	SC	R	***	**	SH	Unlikely Alliance	EN	U	*	**	AI	Witch Hunter	SC	U	***	**	DK, CH
● Redirect 1 damage from Shaman en-Kor to a creature you control.						① **: Target non-attacking, non-blocking creature gets +0/+2.						● Do 1 damage to target player. ① **, ②: Return target creature opponent controls to owner's hand. 1/1.					
● Redirect to Shaman en-Kor all damage dealt to any one creature from any one source. 1/2.						Unyoro Griffin	SC	U	**	*	MG	Worthy Cause	INS	U	***	*	TM
Shield Bearer	SC	C	*	**	IA, 5th	Flying. Sacrifice Unyoro Griffin. Counter target red spell that assigns damage to you or a creature you control. 2/2.						Boycold. *: Sacrifice a creature: Gain life equal to the creature's toughness.					
Banding, 0/3.						Venerable Monk	SC	C	**	**	SH	Wrath of God	INS	*****	**	L,U,R,4th,5th	
Shield Mate	SC	C	*	*	EX	When Venerable Monk comes into play, gain 2 life. 2/2.						Bury all creatures in play.					
Sacrifice Shield Mate: Target creature gets +0/+4 until end of turn. 1/1.						Veteran Bodyguard	SC	R	***	**	L,U,R	Yore	INS	R	**	*	MG
Shield Wall	INS	U	**	**	LG, CH, 5th	Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.						Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to three creatures this turn.					
Give all your creatures +0/+2 until end of turn.						Vigilant Martyr	SC	U	**	*	MG	Youthful Knight	SC	C	**	*	SH
Sidar Jabori	SL	R	**	**	MG	Sacrifice Martyr: Regenerate target creature. ① **, ②: Sacrifice Martyr: Counter a target spell that targets on enchantment in play. 1/1.						First strike. 2/1.					
Flanking. If Sidar attacks, tag a creature defender controls. 2/2.						Visions	SOR	U	**	*	L,G, 4th	Zelots on-Dot	SC	U	***	*	EX
Skyshroud Falcon	SC	C	**	**	SH	Look at the top five cards of any library, then reshuffle it if you want.						During your upkeep, if all nonland permanents you control are white, gain 1 life. 2/4.					
Flying. Attacking does not cause Skyshroud Falcon to tap. 1/1.						Volunteer Reserves	SC	U	**	*	WL	Zhaflirin Commander	SC	U	****	**	MG
Smite	INS	C	**	**	SH	Banding: CU. ②: 2/4.						Flanking. ① **: Target Knight gets +1/+1 until end of turn. 2/2.					
Destroy target blocked creature.						Corpse Dance						Zhaflirin Crusader	SC	R	***	*	VS
Snow Hound	SC	U	**	**	IA	Instant						Flanking. ① **: Redirect 1 damage from Zhaflirin Crusader to target creature or player. 2/2.					
● Return Hound and target green or blue creature you control to your hand. 1/1.												Zhaflirin Knight	SC	C	****	**	MG
Soltari Champion	SC	R	**	**	SH						Flanking. ②: First strike until end of turn. 2/2.						
Shadow. If Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn. 2/2.											Zuberi, Golden Feather	SL	R	***	*	MG	
Soltari Crusader	SC	U	**	**	TM						Flying. Counts as a Griffin. All other Griffins get +1/+1. 3/3.						
Shadow. ① **: Soltari Crusader gets +1/+0 until end of turn. 2/1.																	
Soltari Emissary	SC	R	**	**	TM												
● Soltari Emissary gains shadow until end of turn. 2/1.																	
Soltari Foot Soldier	SC	C	*	*	TM												
Shadow. 1/1.																	
Soltari Lancer	SC	C	**	**	TM												
Shadow. First strike when attacking. 2/2.																	
Soltari Monk	SC	U	**	**	TM												
Protection from block; shadow. 2/1.																	
Soltari Priest	SC	U	**	**	TM												
Protection from red; shadow. 2/1.																	
Soltari Trooper	SC	C	**	**	TM												
Shadow. If Soltari Trooper attacks, it gets +1/+1 until end of turn. 1/1.																	
Soltari Visionary	SC	C	**	**	EX												
Shadow. If Soltari Visionary damages any player, destroy target enchantment that player controls. 2/2.																	
Soraya the Falconer	SL	R	**	**	HL												
All Falcons get +1/+1. ① **: Target Falcon gains banding. 2/2.																	
Soul Echo	EN	R	***	**	MG												
Put X counters on Echo. At beginning of your upkeep if there are no counters on Echo it buries. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.																	
Soul Shepherd	SC	C	**	*	WL												
● Remove a creature in your graveyard from the game: Gain 1 life. 1/1.																	
Soul Warden	SC	C	**	*	EX												
Whenever any other creature comes into play, gain 1 life. 1/1.																	
Southern Paladin	SC	R	***	**	WL												
●, ②: Destroy target red permanent. 3/3.																	
Spectral Guardian	SC	R	***	**	MG												
As long as Spectral Guardian is untapped, non-red creature artifacts cannot be the target of spells or effects. 2/3.																	
Spirit en-Kor	SC	C	****	**	SH												
Flying. ①: Redirect 1 damage from Spirit to a creature you control. 2/2.																	
Spirit Link	EC	U	****	*	LG, 4th, 5th												
Gain 1 life for every point of damage done by target creature.																	
Spirit Mirror	EN	R	***	**	TM												
During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token into play. ②: Destroy target Reflection.																	
Spiritual Sanctuary	EN	R	***	**	LG												
Any player controlling plains gains 1 life during its upkeep.																	
Squire	SC	C	**	*	DK												
1/2.																	
Standing Troops	SC	C	**	*	EX												
Attacking does not cause Standing Troops to tap. 1/4.																	
Staunch Defenders	SC	U	**	**	TM												
When Staunch Defenders comes into play, gain 4 life. 3/4.																	
Sun Clasp	EC	C	**	*	VS												
Enchanted creature gets +1/+3. ① **: Return creature to owner's hand.																	
Surweb	SC	R	**	*	MG												
Flying. Cannot block creatures with power 2 or less. 5/6.																	
Sustaining Spirit	SC	R	**	*	AI												
CU. ① **: Any damage that would reduce your life total to less than 1 instead reduces it to 1. 0/3.																	
Swords to Plowshares	INS	U	*****	*	L,U,R,4th,IA												
Remove target creature from game. Controller gains life equal to its power.																	
Sworn Defender	SC	R	***	**	AI												
● Change power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.																	
Talon Sliver	SC	C	**	*	TM												
All Slivers gain first strike. 1/1.																	
Tariff	SOR	R	***	**	WL												
Each player chooses a creature with the highest casting cost he controls, and pays mana equal to that creature's casting cost or buries the creature.																	
Tefet's Honor Guard	SC	U	**	*	VS												
Flanking. ① **: Phase out. 2/2.																	
Temper	INS	U	***	**	SH												
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.																	
Teremko Griffin	SC	C	***	**	MG												
Bonding, flying. 2/2.																	
Thunder Spirit	SC	R	***	**	LG												
Flying, first strike. 2/2.																	



Q: I cast Corpse Dance and then phase out the creature with Reality Ripple. Will this prevent it from being removed from the game? —Noble Diven, Moore, Okla.

A: Yup, and it'll stay in play indefinitely.

Send your questions to IQ Stumpers@aol.com or write to: STUMPERS c/o INQUEST 151 WELLS AVE., CONGERS, NY 10520

Wall of Caltrops

If Wall of Caltrops blocks with other walls, it gains banding. 2/1.

Wall of Essence

For each 1 combat damage dealt to Wall of Essence, gain 1 life. 0/4.

Wall of Light

Protection from block. 1/5.

Wall of Nets

At end of combat, remove from game all creatures blocked by Wall. If Wall leaves play, return all removed creatures to the game. 0/7.

Wall of Resistance

Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it. 0/3.

Wall of Swords

Flying. 3/5.

Word of Lights

You may play Word of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.

War Elephant

Bonding, trample. 2/2.

Warmith

Whenever target opponent successfully casts a red spell, gain 2 life.

Warning

Target attacking creature does no damage in combat this turn.

Warrior Angel

Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4.

Warrior en-Kor

● Redirect 1 damage from Warrior en-Kor to a creature you control. 2/2.

Warrior's Honor

All creatures you control gain +1/+1 until end of turn.

Wall of Caltrops	SC	C	•	**	LG
If Wall of Caltrops blocks with other walls, it gains banding. 2/1.					
Wall of Essence	SC	U	***	**	SH
For each 1 combat damage dealt to Wall of Essence, gain 1 life. 0/4.					
Wall of Light	SC	U	**	*	LG
Protection from block. 1/5.					
Wall of Nets	SC	R	***	**	EX
At end of combat, remove from game all creatures blocked by Wall. If Wall leaves play, return all removed creatures to the game. 0/7.					
Wall of Resistance	SC	C	•	**	MG
Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it. 0/3.					
Wall of Swords	SC	U	***	**	L,U,R,4th,5th
Flying. 3/5.					
Word of Lights	EC	C	***	**	MG
You may play Word of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.					
War Elephant	SC	C	***	**	AN, CH, 5th
Bonding, trample. 2/2.					
Warmith	EN	R	***	**	TM
Whenever target opponent successfully casts a red spell, gain 2 life.					
Warning	INS	C	•	*	IA
Target attacking creature does no damage in combat this turn.					
Warrior Angel	SC	R	***	**	SH
Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4.					
Warrior en-Kor	SC	C	**	*	VS
● Redirect 1 damage from Warrior en-Kor to a creature you control. 2/2.					
Warrior's Honor	INS	C	**	*	VS
All creatures you control gain +1/+1 until end of turn.					

Wellkin Hawk	SC	C	***	**	

MAGIC

The Gathering

PLAYERS GUIDE

Name	Kind	CR	Rating	Sets Found
Description				
Dwarven Ruins	LAN	U	***	FE, 5th
Comes into play tapped. \diamond : Add \bullet to your mana pool. \diamond : Sacrifice Dwarven Ruins.				
Ebon Stronghold	LAN	U	***	FE, 5th
Comes into play tapped. \diamond : Add \bullet to your mana pool. \diamond : Sacrifice Ebon Stronghold.				
Elephant Graveyard	LAN	R	***	AN
\diamond : Add \bullet to your mana pool. \diamond : Regenerate an Elephant or Mammoth.				
Everglades	LAN	U	**	VS
Comes into play tapped. When Everglades comes into play, return an untrapped swamp you control to owner's hand or bury Everglades. \diamond : Add \bullet to your mana pool.				
Flood Plain	LAN	U	**	MG
Comes into play tapped. \diamond : Sacrifice Flood Plain: Search your library for a plane or island. Put that land into play.				
Gemstone Mine	LAN	U	***	WL
When Gemstone Mine comes into play, put three counters on it. \diamond : Remove a counter from Gemstone Mine; Add one mana of any color to your mana pool. If there are no counters on Gemstone Mine, bury it.				
Ghost Town	LAN	U	**	TM
\diamond : Add one colorless mana to your mana pool. \diamond : Return Ghost Town to owner's hand. Use this ability only during another player's turn.				
Glacial Chasm	LAN	U	**	IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.				
Grasslands	LAN	U	**	MG
Comes into play tapped. \diamond : Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.				
Griffin Canyon	LAN	R	**	VS
\diamond : Add one colorless mana to your mana pool. \diamond : Untap target Griffin. That Griffin gets +1/+1 until end of turn.				
Halls of Mist	LAN	R	*	IA
CU: 0. No creature may attack if it attacked during its controller's last turn.				
Hammerheim	LL	U	***	LG
\diamond : Add \bullet to your mana pool. \diamond : Remove landwalking from target creature until end of turn.				
Havenwood Battleground	LAN	U	***	FE, 5th
Comes into play tapped. \diamond : Add \bullet to your mana pool. \diamond : Sacrifice Havenwood Battleground: Add \bullet to your mana pool.				
Heart of Yavimaya	LAN	R	***	AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart.				
Hollow Trees	LAN	R	**	FE, 5th
Comes into play tapped. You may leave Tree tapped to put a counter on it. \diamond : Remove any number of counters, adding \bullet for each one.				
Ication Store	LAN	R	**	FE, 5th
Comes into play tapped. You may leave Store tapped to put a counter on it. \diamond : Remove any number of counters, adding \bullet for each one.				
Ice Floe	LAN	U	**	IA, 5th
You may choose not to untap Ice Floe. \diamond : Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.				
Island of Wak-Wak	LAN	R	****	AN
\diamond : Reduce the power of one flying creature to 0 until end of turn.				
Jungle Basin	LAN	U	**	VS
Comes into play tapped. When Basin comes into play, return an untrapped forest you control to owner's hand or bury Basin. \diamond : Add \bullet to your pool.				
Karakor	LL	U	***	LG
\diamond : Add \bullet to your mana pool. \diamond : Return target legend to owner's hand.				
Karoo	LAN	U	**	VS
Comes into play tapped. When Karoo comes into play, return an untrapped island you control to owner's hand or bury Karoo. \diamond : Add \bullet to your pool.				
Karpulsion Forest	LAN	R	***	IA, 5th
\diamond : Add \bullet to your mana pool. \diamond : Add \bullet to your mana pool and take 1 damage. \diamond : Add \bullet to your mana pool and take 1 damage.				
Kjeldoran Outpost	LAN	R	***	AI
When Outpost comes into play, sacrifice a plains or bury Outpost. \diamond : Add \bullet to your mana pool. \diamond : Put a 1/1 soldier token into play.				
Koskun Keep	LAN	U	**	HL
\diamond : Add 1 colorless mana to your pool. \diamond : Add \bullet to your pool. \diamond : Add \bullet to your pool. \diamond : Add \bullet to your pool.				
Lake of the Dead	LAN	R	**	AI
When Lake comes into play, sacrifice a swamp or bury Lake. \diamond : Add \bullet to your mana pool. \diamond : Sacrifice a swamp to add \bullet to your pool.				
Land Cap	LAN	R	**	IA
\diamond : Add \bullet to your mana pool and put a counter on Land Cap. \diamond : Add \bullet to your mana pool and put a counter on Cap. Remove a counter instead of untapping.				
Lava Tubes	LAN	R	**	IA
\diamond : Add \bullet to your mana pool and put a counter on Land Cap. \diamond : Add \bullet to your mana pool and put a counter on Cap. Remove a counter instead of untapping.				
Library of Alexandria	LAN	R	*****	AN
\diamond : Add \bullet to your mana pool. \diamond : Draw a card from your library if you have exactly seven cards in hand.				
Lotus Vale	LAN	R	***	WL
When Lotus Vale comes into play, sacrifice two untrapped lands or bury Lotus Vale. \diamond : Add three mana of any one color to your mana pool.				
Maze of Ith	LAN	U	****	DK
\diamond : Untap target attacking creature. Create neither deals nor receives damage as a result of combat.				
Maze of Shadows	LAN	U	**	TM
\diamond : Add one colorless mana to your mana pool. \diamond : Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.				
Mishra's Factory	LAN	U	****	AQ, 4th
\diamond : Add \bullet to your mana pool or give any Mishra's Factory +1/+1 until end of turn. \diamond : Mishra's Factory becomes a 2/2 artifact creature, until end of turn.				

Name	Kind	CR	Rating	Sets Found	Name	Kind	CR	Rating	Sets Found
Description					Description				
Mishra's Workshop	LAN	R	****	AQ	Stalking Stones	LAN	U	**	TM
\diamond : Add \bullet to your mana pool which may only be used to cast artifacts.					\diamond : Add one colorless mana to your mana pool. \diamond : Stalking Stones becomes a 3/3 artifact creature permanently.				
Mogg Hollows	LAN	U	***	TM	Strip Mine	LAN	U	*****	AQ, 4th
\diamond : Add one colorless mana to your mana pool. \diamond : Add \bullet or \diamond to your mana pool. Mogg Hollows does not untap during your next untap phase.					\diamond : Add \bullet to your mana pool. \diamond : Sacrifice: Destroy target land.				
Mountain Stronghold	LAN	U	*	LG	Sulfurous Springs	LAN	R	***	IA, 5th
All your red legends may bond with other legends.					\diamond : Add \bullet to your mana pool. \diamond : Add \bullet to your mana pool and take 1 damage.				
Mountain Valley	LAN	U	**	MG	Sylvanite Temple	LAN	U	***	FE, 5th
Comes into play tapped. \diamond : Sacrifice Mountain Valley: Search your library for a mountain or forest. Put that land into play.					\diamond : Comes into play tapped. \diamond : Add \bullet to your mana pool. \diamond : Sacrifice Sylvanite Temple: Add \bullet to your mana pool.				
Oasis	LAN	U	**	AN, 4th	Tobренд of Pendrell Vale	LL	R	***	LG
\diamond : Prevent 1 damage to any creature.					All creatures require an upkeep cost of \bullet in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.				
Pendrellhaven	LL	U	***	LG	Toigo	LAN	R	*****	LU, R
\diamond : Add \bullet to your mana pool. \diamond : Make target 1/1 creature +1/+2 until end of turn.					\diamond : Add \bullet or \diamond to your mana pool. Counts as a forest and a mountain.				
Pine Barrens	LAN	R	***	TM	Teferi's Isle	LL	R	*	MG
Comes into play tapped. \diamond : Add one colorless mana to your mana pool.					\diamond : Phasing. Comes into play tapped. \diamond : Add \bullet to your mana pool and take 1 damage.				
Platenu	LAN	R	****	LUR	Thoklakis Lowlands	LAN	U	***	TM
\diamond : Add \bullet or \diamond to your mana pool. Counts as a mountain and a plains.					\diamond : Add one colorless mana to your mana pool. \diamond : Add \bullet or \diamond to your mana pool. Does not untap during your next untap phase.				
Quicksand	LAN	U	**	VS	Thawing Glaciers	LAN	R	*****	AI
\diamond : Add \bullet or \diamond to your mana pool. Counts as a mountain and a plains.					\diamond : Comes into play tapped. \diamond : Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.				
Rainbow Vale	LAN	R	**	FE	Timber Ridge	LAN	R	**	IA
\diamond : Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.					If any counters are on it, Ridge doesn't untap. Remove a counter from Ridge at end of upkeep. \diamond : Add \bullet to pool and put a counter on Ridge. \diamond : Add \bullet to pool and put a counter on Ridge.				
Reflecting Pool	LAN	R	***	TM	Tolaria	LL	U	*	LG
\diamond : Add to your pool 1 mana of any type that any land you control can produce.					\diamond : Add \bullet to your mana pool. \diamond : During upkeep, remove banding or bonds with other ability from target creature until end of turn.				
River Delta	LAN	R	**	IA	Tropical Island	LAN	R	*****	LU, R
\diamond : Add \bullet to your mana pool and put a counter on Land Cap. \diamond : Add \bullet to your mana pool and put a counter on Cap. Remove a counter instead of untapping.					\diamond : Add \bullet or \diamond to your mana pool. Counts as a forest and an island.				
Rocky Tar Pit	LAN	U	**	MG	Tundra	LAN	R	*****	LU, R
Comes into play tapped. \diamond : Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain. Put that land into play.					\diamond : Add \bullet or \diamond to your mana pool. Counts as an island and a plains.				
Rootwater Depths	LAN	U	***	TM	Underground River	LAN	R	***	IA, 5th
\diamond : Add one colorless mana to your mana pool. \diamond : Add \bullet or \diamond to your mana pool. Rootwater Depths does not untap during your next untap phase.					\diamond : Add \bullet to your mana pool. \diamond : Add \bullet to your mana pool and take 1 damage.				
Ruin of Trokar	LAN	U	***	FE, 5th	Underground Sea	LAN	R	*****	LU, R
Comes into play tapped. \diamond : Add \bullet or \diamond to your mana pool. \diamond : Sacrifice Ruin of Trokar: Add \bullet to your mana pool.					\diamond : Add \bullet or \diamond to your mana pool. Counts as a swamp and an island.				
KILLER COMBOS									
All Hallow's Eve					Juzam Djinn				
All Hallow's Eve and Juzam Djinn: And we close with... yet another All Hallow's Eve combo. Okay, admittedly it's not much of a combo, but Juzam threatened to set our Doomsday cards on fire if we didn't include him, so here ya go Zju. Just one more great use for All Hallow's Eve: getting huge creatures into play with minimal effort. Because hey, not every 5/5 block creature comes into play for four mana.									
Salt Flats	LAN	R	***	TM	Undiscovered Paradise	LAN	R	***	VS
Comes into play tapped. \diamond : Add one colorless mana to your mana pool.					\diamond : Add one mana of any color to your mana pool. At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.				
Sand Silos	LAN	R	**	FE, 5th	Unholy Citadel	LAN	U	*	LG
Comes into play tapped. You may leave Silos tapped to put a counter on it.					All your black legends may bond with other legends.				
Savannah	LAN	R	****	LUR	Urborg	LAN	U	**	LG
\diamond : Add \bullet or \diamond to your mana pool. Counts as a plains and a forest.					\diamond : Add \bullet to your mana pool. Remove first strike or swampwalk ability from target creature until end of turn.				
Scabland	LAN	R	***	TM	Urza's Mine	LAN	C	**	AQ, CH, 5th
Comes into play tapped. \diamond : Add one colorless mana to your mana pool.					\diamond : Add \bullet to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add \bullet to your mana pool.				
School of the Unseen	LAN	U	**	AI	Urza's Power Plant	LAN	C	**	AQ, CH, 5th
\diamond : Add \bullet to your pool. \diamond : Add 1 mana of any color to your pool.					\diamond : Add \bullet to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add \bullet to your mana pool.				
Scorched Ruins	LAN	R	***	WL	Urza's Tower	LAN	C	**	AQ, CH, 5th
When Scorched Ruins comes into play, sacrifice two untrapped lands or bury Ruins.					\diamond : Add \bullet to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add \bullet to your mana pool.				
Scrubland	LAN	R	*****	LUR	Vet Township	LAN	U	***	TM
Comes into play tapped. \diamond : Add one colorless mana to your mana pool.					\diamond : Add one colorless mana to your mana pool. \diamond : Add \bullet or \diamond to your mana pool. If Veldt doesn't untap, Remove a counter from Veldt.				
Seafarer's Quay	LAN	U	*	LG	\diamond : Add \bullet to your mana pool and put a counter on Veldt.				
All your blue legends may bond with other legends.					\diamond : Add \bullet or \diamond to your mana pool. Counts as a plains and a swamp.				
Sheltered Valley	LAN	R	**	AI	\diamond : When Valley comes into play, bury any other Valley you control. During your upkeep, if you control 3 or fewer lands, gain one life.				
\diamond : All your red legends may bond with other legends.					\diamond : Add \bullet or \diamond to your mana pool. \diamond : Add \bullet to your pool. Forest deals 1 damage to you.				
Soldevi Excavations	LAN	R	***	AI	\diamond : When Excavations comes into play, sacrifice an untrapped island or bury Excavations.				
\diamond : Add \bullet or \diamond to your mana pool. Forest deals 1 damage to you.					\diamond : Look at the top of your library. You may put that card on the bottom of your library.				
Sorrows Path	LAN	R	*	DK	\diamond : Sorrow's Path is a 2/2 artifact creature. Whenever Sorrow's Path is tapped, it does 2 damage to you and to each creature you control.				
\diamond : Exchange two of opponent's blocking creatures. Whenever Sorrow's Path is tapped, it does 2 damage to you and to each creature you control.									
Wasteland	LAN	R	****	TM	Wasteland	LAN	R	****	WL
\diamond : Add one colorless mana to your mana pool. \diamond : Sacrifice Wasteland: Destroy target nonbasic land.					\diamond : Add one colorless mana to your mana pool. \diamond : Until end of turn, you may play creature cards whenever you could play instants.				
Winding Canyon	LAN	R	***	WL	\diamond : Add one colorless mana to your mana pool. \diamond : Add \bullet to your pool.				
\diamond : Add one colorless mana to your mana pool. \diamond : Add \bullet to your pool. \diamond : Add \bullet to your pool.					\diamond : Add \bullet to your pool. \diamond : Add \bullet to your pool.				
Wizards School	LAN	U	**	HL	\diamond : Add \bullet to your pool. \diamond : Add \bullet to your pool.				
\diamond : Add \bullet to your pool. \diamond : Add \bullet to your pool.									

Key
ART Artifact
AC Artifact Creature
CR Current Rarity
EA Enchant Artifact
EW Enchant World
INS Instant
EL Enchant Land
INT Interrupt
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

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OCTOBER 31-NOVEMBER 1, ORLANDO

HALLOWEEN SUPERSHOW. Holiday Inn Universal Studios, 5905 S. Kirkman Rd. 8 ft. tables, \$75 BOTH DAYS, \$175 for 10x10 booth. Admission: \$4, children: \$2. Bring in our Wizard show listing and receive \$1 off admission. 10 a.m.-4 p.m. BOTH DAYS. Chinese auction, gift certificates to be given away, door prizes, costume contest. Special guest star Ron Palilio "Arnold Horshack-Welcome Back Kotter" will sign autographs both days. Watch for future shows listed in this magazine. For more information, please call: Steve @ (407) 469-3759 or Scott @ (407) 239-1892.

MASSACHUSETTS

OCTOBER 25, BOSTON

BOSTON COMIC BOOK AND TOY SPECTACULAR 12. Radisson Hotel, 200 Stuart St. \$5 admission. \$1 off with this ad. Children under 10 and fans in FULL COSTUME get in FREE. 10 a.m.-4 p.m. Early preview: 9 a.m. \$10. Don't miss New England's largest comic book and toy show. Featuring Wizards of the Coast artists: ED BEARD JR., PROF HERBERT and RON ROUSSELLE II. \$100 in "Show Money" raffled HOURLY! Contact Primate Promotions @ (978) 388-6576 or e-mail: Primatepro@aol.com or write: P.O. Box 323, Amesbury, MA 01913.

MISSOURI

NOVEMBER 13-15, JOPLIN

UNI-CON '98. Joplin Holiday Inn, 144 and U.S. 71. Admission: \$15 until 9/30, \$20 at the door, \$12 day-pass. Noon Friday to 6 p.m. Sunday. Artist guest of honor: Tina "NeNe" Thomas. 24-hour gaming including M:TG, Star Trek, Star Wars, Spellfire and more! LARP's, White Wolf demo team, RPGs by Steve Jackson Games, Warhammer 40k, AD&D, plus others. Art show and auction. Charity auction for Children's Miracle Network. Video room, dealers room, panel discussions and more! For more information, call (417) 623-6699. Website: www.ipa.net/~timi.

NEW JERSEY

NOVEMBER 8, EDISON

NEW JERSEY TYPE II STATE CHAMPIONSHIPS. Ramada Inn, 3050 Woodbridge Ave. For directions, call (732) 661-1000. In addition to the State Championships, there will be other tournaments all day including Type 1, Extended, Sealed Deck, Booster Draft and Two-Headed Giant. Doors open at 9 a.m. Tournament begins at 10 a.m. \$12 in advance, \$15 at the door. Call (212) 633-6320 to pre-register.

NEW YORK

EVERY WEEKEND IN OCTOBER & NOVEMBER, NANUET

WIZARD WORLD. The longest running tournament in Rockland! 1/4 mile East of the Nanuet Mall on Route 59 in the Service Merchandise Shopping Center. Type II madness every Friday at 6 p.m. \$4 entrance fee. Prizes for the top three competitors! Sealed deck & booster drafts on Saturdays. Arena league days every Sunday. Games Workshop Chapter approved. Free and dedicated gaming area for card and roleplaying games and two terrains for Warhammer, 40k and Fantasy Battle. We will demo any game upon request. For further information, contact: John Donohue @ (914) 624-2224.

OCTOBER 10, SYRACUSE

PRO TOUR QUALIFIER for PT ROME. OnCenter, 800 South State St. For directions,

call (315) 435-8000. The format for this tournament is Rath Cycle Constructed. You may only use cards from Tempest/Stronghold/Exodus. Cursed Scroll is banned in this format. The winner of the tournament will receive \$250 plus a slot to PT ROME. Everyone who makes it to the Final 8 will win prizes. There will be other tournaments all day including Type 1, Extended, Sealed Deck, Booster Draft and Two-Headed Giant. Doors open at 9 a.m., Tournament begins at 10 a.m. \$20 in advance, \$25 at the door. Call (212) 633-6320 to pre-register.

OCTOBER 17, NEW YORK

PRO TOUR QUALIFIER for PT ROME. Neutral Ground, 122 West 26th St., 4th fl, between 6th & 7th Ave. The format for this tournament is Rath Cycle Constructed. You may only use cards from Tempest/Stronghold/Exodus. Cursed Scroll is banned in this format. The winner of the tournament will receive \$250 plus a slot to PT ROME. Everyone who makes it to the Final 8 will win prizes. There will be other tournaments all day including Type 1, Extended, Sealed Deck, Booster Draft and Two-Headed Giant. \$20 in advance, \$25 at the door. Call (212) 633-6320 to pre-register.

OCTOBER 24, NEW YORK

SANCTIONED THREE PERSON URZA'S SAGA SEALED DECK TOURNAMENT. Neutral Ground, 122 West 26th St., 4th fl, between 6th & 7th Ave. In this sanctioned format, three person teams receive three starters and three boosters of *Urza's Saga*, the newest standalone set for *Magic: The Gathering*. The team then constructs three 40-card decks and 15-card sideboards from their pool of cards. Players on each team are designated A, B & C. You play the corresponding teammate from other teams. If 2 of your 3 team members win, your team wins that round. Over \$500 in prizes! Other tournaments all day! \$45 in advance, \$50 day of tournament. Call (212) 633-1288 to pre-register.

NOVEMBER 14, NEW YORK

NEW YORK TYPE II STATE CHAMPIONSHIPS. Neutral Ground, 122 West 26th St., 4th fl, between 6th & 7th Ave. In addition to the State Championships, there will be other tournaments all day including Type 1, Extended, Sealed Deck, Booster Draft and Two-Headed Giant. Doors open 9 a.m. Tournament begins 10 a.m. \$12 in advance, \$15 at the door. Call (212) 633-6320 to pre-register.

TEXAS

OCTOBER 10-11, NOVEMBER 14-15 &

DECEMBER 13 & 20, HOUSTON

NOSTALGIA PROMOTIONS COLLECTORS SHOW AND MAGIC TOURNAMENT. Holiday Inn, 7787 Katy Fwy (I-10 West) Antoine exit. 50+ tables @ \$50 each day (discounts available). \$2 adult admission, children under 12 yrs. FREE with this ad. 10 a.m.-4 p.m. BOTH DAYS! Standard (Type II) DCI Sanctioned, two day *Magic* Tournament: Entry fee \$5. Swiss Style. Sign up begins at 10 a.m., Tournament starts at noon. Prizes awarded to 1st, 2nd & 3rd place finishers. Random Comix & Le Sabre comics will be present and will judge an art contest, BOTH DAYS! First 100 paid admissions and the fastest pitches on the radar-speed machine will be eligible to win prizes each day. Over \$400 in prizes will be given out!! For more information, call Andy Mingle @ (713) 263-8804.

VIRGINIA

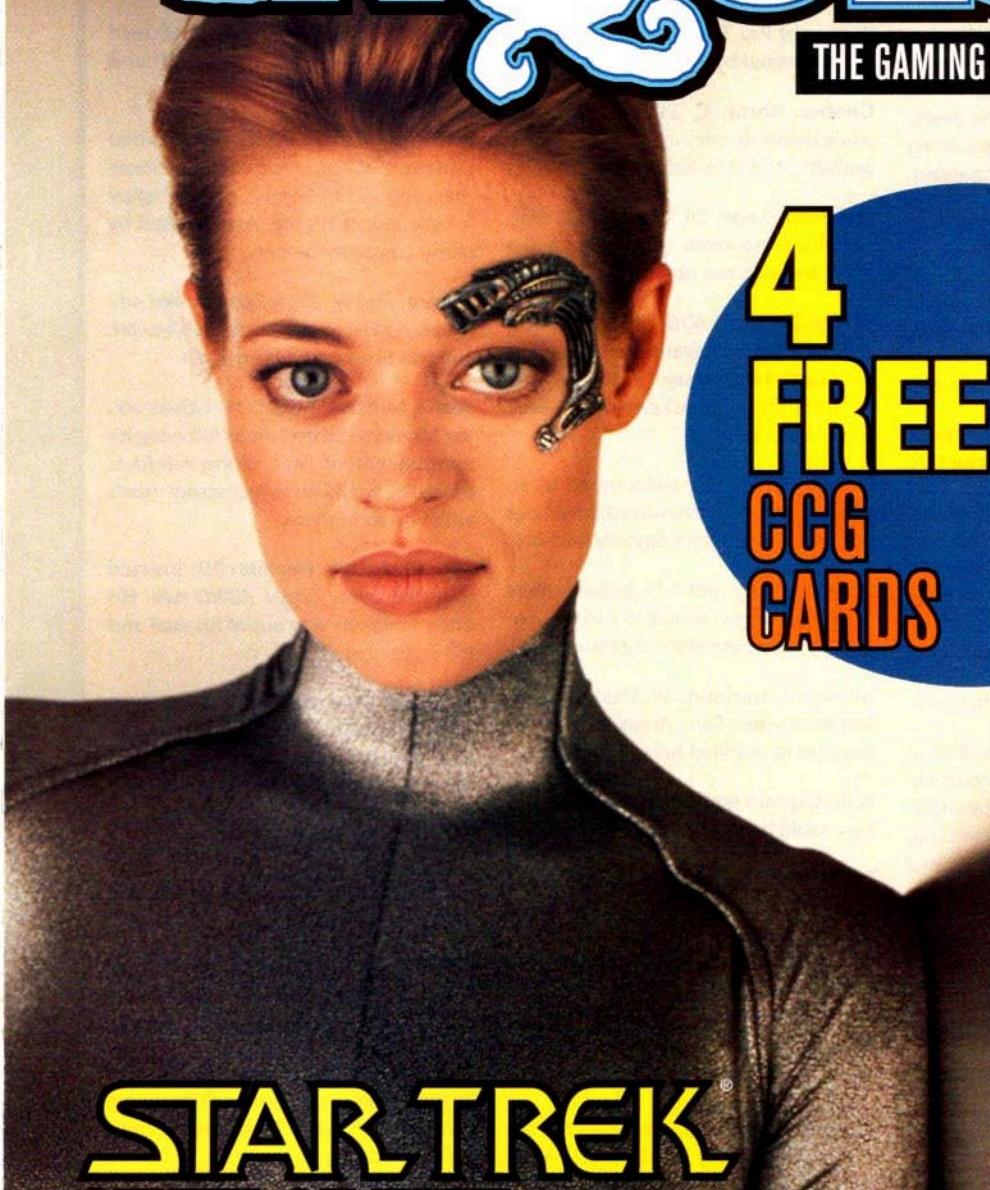
NOVEMBER 1, TYSONS CORNER (Washington D.C. area)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY, MAGIC AND NON-SPORT CARD SHOW. Tysons Corner Westpark Hotel, 8401 Westpark Drive McLean, VA. Take exit 10 (Route 7 West) off I-495, 1/2 mile West on Route 7. Hotel is on the right. For directions, call: (703) 734-2800. 90 tables available. Vendors: 1st table \$65, 2nd table \$60, 3rd+ table \$55. \$2 admission, children under 5 FREE. 10 a.m.-4 p.m. FREE parking. Buy, Sell & Trade: MAGIC and other gaming cards, gold, silver & new comics, independents, anime, figures, toys, BEANIE BABIES, posters, T-shirts, original artwork, non-sports cards etc. Guests: Call! Contact: Jeffrey Rocen @ (703)-912-1993 or e-mail: comicshow@aol.com, http://members.aol.com/comicsshow.

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RICK SWAN'S UNIQUE TAKE ON THE WORLD OF GAMING



R.I.P.

Welcome to the roster of the dead, a listing of those who have died due to senseless tragedy, cruel fate or whims of happenstance. The names of the dearly departed are given with their ages, along with the circumstances of their passing.

Boogerflick, Smiley. 19. Electrocuted while playing *Magic* with a blender.

Cudwad, Pinky. 16. Die-hard roleplayer and functional illiterate. Beaten to death by a mob at St. Mary's Catholic School for misspelling "dice chucker" on a T-shirt.

Dudley, Eugene T. 16. Died from brain aneurysm while trying to lay a Dingus Egg.

Fishbaugh, Brent. 29. *InQuest* associate editor. Executed by fellow *InQuest* editors. Continually brought down the reputation of the staff by saying "Got any sixes? Go fish," at the beginning of each hand of Doomtown lowball.

Garfield, Richard. 35. Tapped to death.

Gonad, Stephen. 26. Grad student at UCLA working on a Ph.D. in particle physics. Winner of the *Magic* Extended Format North American Championship, 1998. Winner of the *Magic* Pro Tour Player of the Year Award, 1997, 1996.



Winner of Pro Tour L.A. and Pro Tour N.Y. Murdered by jealous obituary writer.

Goober, Normy C. 21. Broke his back while trying to carry all of the currently available *AD&D* books.

Groinrack, Leon. 24. Nearsighted Vampire: *The Masquerade* player. Attacked a Buick and was run down.

Gygax, Gary. 62. *AD&D* inventor. Hung himself after overhearing a Wizards of the Coast executive say, "You know, one of those Ds in *AD&D* could very well stand for Dominaria."

Hafner, Hugh. 22. Succumbed to an infected paper cut following a three hour makeout session with Bayushi Kachiko.

Hannes, Jeffrey "Jeff." 23. *InQuest* games editor. Challenged himself to a *Magic* playoff and killed himself for cheating.

Minotaur, Hurloon. 39. Died of a broken heart when Serra Angel rejected his love gift of petrified horse droppings.

Kirk, Captain James "Jim" T. 35. Killed by a rabid hairpiece.

McCallum, Patrick "Pat." 30. *InQuest* editor-in-chief. Went out in public dressed like his favorite card, Serra Angel, and was savagely gang-shuffled.

Numnuts, Percy. 17. *Magic* player. Burned alive when he tried to activate a Fireball with a real blowtorch.

Parsnip, Edward B. 26. Executed for improper phasing at DCI tournament according to the new, stricter rules.

Pearson, Lars "The Norwegian Assassin." 24. *InQuest* "Price Guide" director. Killed himself after somebody sneezed on the "Price Guide" and blew away all the zeroes.

Picknose, Willis. 25. Died of exhaustion while developing his original card game, *Legend of the 140,023 Rings*.

Poofy, Sid. 15. *AD&D* player. Misread the critical hit rule, rolled a 20 and whacked off his own head.

Prostate, Milton P. 22. Determined that one pack of *Magic* would be more than enough to keep a gamer happy for the rest of his life. Assassinated by game company owners.

Scalera, Buddy. 25. *InQuest* on-line editor. Logged on to www.hooterjubilee.com and was never heard from again.

Searle, Michael "Mike." 31. *InQuest* editor. Murdered by freelancers following his announcement that, citing religious beliefs, he would no longer accept words with vowels in them.

Skopensloffer, Hermie. 19. Insisted on using every single *AD&D* rule. His brain sawed its way out of his skull and left in disgust.

Slizewski, Thomas "Tom." 34. *InQuest* managing editor. Tried to photograph Rick Swan without bag over his face. Camera exploded, killing Tom with shrapnel.

Snrdski, Herman. 25. "Return of the Jedi" fanatic. Eyeballs melted upon his 171st consecutive viewing of Princess Leia in her gold bikini.

Spudnik, Rocky "Spock Jr." 18. Trekkie. Attempted to beam up to Vulcan by cramming himself inside a toaster oven.

Studley, Steven "Steve." 23. Paddled to death after proclaiming "Games are for guys" at the U.S. Women's Ping-Pong Invitational.

Sudlow, William Paul. 31. *InQuest* associate editor. Tried to pronounce "Nyarlathotep." Choked to death.

Swan, Richard "Rick." 85. Died from internal injuries when attempt to roll dice with his butt backfired.

Rick Swan isn't really dead. He just smells that way.

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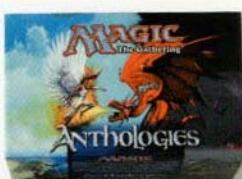


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